Sprint # (1 week sprints)	Task #	Task Description	Status	Owner	Estimated Effort (In Hours)	Effort Remaining (In Hours)
1	1	Import Tiles	Completed	Tim	2	0
	2	Planning Documents	Completed	Bobbie & Tim & Darshil	3	0
	3	Player Controller Object	In Progress	Alec	4	3
	4	Game Controller Object (Place Tile, Find Valid Moves, & Check Move)	In Progress	David	5	5
	5	Meeple Object	Completed	Bobbie	1	0
	6	Player State Object	In Progress	Darshil	2	2
	7	Scoring Object	In Progress	Michael	5	5
	8	Unit Test Framework	Completed	Tim	2	0
	9	GUI	In Progress	Darshil	4	4
2	1	Player Controller Object	In Progress	Alec	4	3
	2	Game Controller Object	In Progress	David	5	5
	3	Player State Object	Cancelled	Bobbie	-	-
	4	Scoring Object	In Progress	Michael	5	4
	5	GUI	In Progress	Darshil	4	3
	6	Transfer tile initialization to Java	Complete	Tim	3	0
	7	Add to Doc	In Progress	All	-	-
	8	Add to Pivotal Tracker	In Progress	All	-	-

3	1	JUnit	Completed	Bobbie	3	0
	2	Player Controller Object	In Progress	Alec	4	3
	3	Tile Implementation	Completed	Tim	2	0
	4	Game Controller Object	Completed	Tim	5	0
	5	Scoring Object	In Progress	Michael	5	2
	6	GUI	In Progress	Darshil	4	3
	7	Add to Doc	In Progress	All	-	-
	8	Add to Pivotal Tracker	In Progress	All	-	-
4	1	Network Adapter	Completed	Bobbie	3	0
	2	Scoring Object	Completed	Michael	2	0
	3	Client	Completed	David, Bobbie	4	0
	4	AI	Completed	Tim	5	0
	5	Mock Server	Completed	David	1	0
	6	GUI	Completed	Alec, Darshil	4	0
	7	Testing Client	In Progress	Bobbie, Tim, Michael	8	1