

Sprint 2									
Task:	Responsible:	Est. Total Ho	Est. Hours Remainin	To Do/In Progress/Ready For Testing/Don	Date Completed	Due	Stories Covered in this Sprint		
Learn JavaFX	Jasper and Albert	6	0	DONE		4/16/2015	As a player, I want to have a visually stunning GUI. I can enjoy my game		
Finish GUI	Jasper and Albert	10	0	DONE		4/16/2015	As a player, I want to be able to drag and drop card in GUI. So that I can rearrange the card.		
Game Model Class	Jiayu and Justin	8	0	DONE		4/16/2015	As a player, I want the game can let me play turn by turn.		
Test Classes	Justin and Jiayu	6	0	DONE		4/16/2015	As a player, I want to play with other people(via network) or AI(Artificial Intelligence)		
AI Class	Justin	3	0	DONE		4/16/2015	As a player/programmer, I want clear UML documentation.		
Update UML	Jiayu	1	0	DONE		4/16/2015	As a programmer, I want test classes to diagnose bugs with.		
		34							
Date	Total Hours Remaining								
4/9/2015	31								
4/10/2015	29								
4/11/2015	21								
4/12/2015	21								
4/13/2015	8								
4/14/2015	8								
4/15/2015	6								
4/16/2015	0								

Sprint 2 Burndown Chart

The chart displays the progress of Sprint 2. The Y-axis represents 'Hours Remaining in Sprint' (0 to 40), and the X-axis represents 'Date' (4/9/2015 to 4/16/2015). The blue area under the line shows the remaining work. The line starts at 31 hours on 4/9, drops to 29 on 4/10, 21 on 4/11, stays at 21 on 4/12, drops to 8 on 4/13, stays at 8 on 4/14, drops to 6 on 4/15, and finally reaches 0 on 4/16.

Date	Hours Remaining
4/9/2015	31
4/10/2015	29
4/11/2015	21
4/12/2015	21
4/13/2015	8
4/14/2015	8
4/15/2015	6
4/16/2015	0

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