# Final Project Proposal

In elementary basketball, it is important each kid gets the same amount of playing time during games to ensure everyone gets the same chances and experience. However, as a coach this could be challenging managing how long each player has played and who hasn't played enough. Coaches want a solution that can solve this very problem. Substitution Manager can help these coaches of elementary basketball create a fair environment for the kids.

Substitution manager will use a stack for players currently in the game and a queue for players waiting to enter the game. The coach sets the program up by entering all player names and setting his substitution intervals (2 minutes, 3 minutes, ect.). Then, the coach can select which players entered the game for who. The queue of players on the bench is then sorted based on who has the least amount of minutes.  
  
Sprint 1:

Define all classes and tests classes

Sprint 2:

Design and test the GUI

Sprint 3:

Add additional functionality for GUI and the data structures

Sprint 4:

Final testing of all aspects