Repos (1/1) | Labels | Milestones | Assignees | Epics | Releases | Estimates | Authors | Find Issues (f+i) | New Issue

New Issues
1 Issue - 0 Story Points

- cs414-f20-runtimet... #275 Update and rename DesignArtifacts.md to deliverables/DesignArtifacts.md

Unplanned MegaEpics
1 Issue - 0 Story Points

- cs414-f20-runtimeterrors #77 Friend system
  - Filter by Epic Issues
  - MegaEpic

Unplanned Epics
2 Issues - 0 Story Points

- cs414-f20-runtimeterrors #79 Friends page
  - Friend system
  - Filter by Epic Issues
  - Epic
- cs414-f20-runtimeterrors #78 Friend invite system
  - Friend system
  - Filter by Epic Issues
  - Epic

Product Backlog (MegaE...
6 Issues - 0 Story Points

- cs414-f20-runtimeterrors #10 Game/Match
  - Filter by Epic Issues
  - MegaEpic
- cs414-f20-runtimeterrors #6 Archive
  - Filter by Epic Issues
  - MegaEpic
- cs414-f20-runtimeterrors #7 Invitations
  - Filter by Epic Issues
  - MegaEpic
- cs414-f20-runtimeterrors #9 Notifications
  - Filter by Epic Issues
  - MegaEpic
- cs414-f20-runtimeterrors #8 Graphical Interface
  - Filter by Epic Issues
  - MegaEpic
- cs414-f20-runtimeterrors #197 Match Continue
  - Filter by Epic Issues
  - MegaEpic

Product Backlog (Epics/T...
47 Issues - 56 Story Points

- cs414-f20-runtimeterro... #249 Server Requests - Match/Board
  - Game/Match
  - Filter by Epic Issues
  - Epic
- cs414-f20-runtimeterro... #239 Enable the server/client to handle requests with process type "get board data"
  - Server Requests - Match/Board
  - 2 Task
- cs414-f20-runtimeterrors #71 Enable the server/client to handle requests with process type "match move"
  - Server Requests - Match/Board
  - 2 Task
- cs414-f20-runtimeterro... #247 Enable the server/client to handle requests with process type "get turn"
  - Server Requests - Match/Board
  - 2 Task
- cs414-f20-runtimeterrors #70 Send match move to the server.
  - Server Requests - Match/Board
  - 2 Task
- cs414-f20-runtimeterrors #85 Automatically update clients if they are open with a move
  - Server Requests - Match/Board
  - 2 Task
- cs414-f20-runtimeterro... #228 Enable the server/client to handle requests with process type "get possible moves"
  - Server Requests - Match/Board
  - 3 Task
- cs414-f20-runtimeterrors #16 Accept/decline a match from a list to play
  - Invitations
  - Filter by Epic Issues
  - Epic

Icebox
0 Issues - 0 Story Points

Backlog
2 Issues - 2 Story Points

- cs414-f20-runtimeterrors #139 P2 Deliverables
  - Filter by Epic Issues
  - Epic
- cs414-f20-runtimeterrors #141 Upload PDF of Presentation
  - P2 Deliverables
  - 2 Task

In Progress
1 Issue - 3 Story Points

- cs414-f20-runtimeterrors #140 Development Manual
  - P2 Deliverables
  - 3 Task

Review/QA
0 Issues - 0 Story Points