

Story Points

Backlog (Mega...

(P2)

Filter by Epic Issues

cs414-f20-runtimerrors #6  
e System  
(P2)

Filter by Epic Issues

cs414-f20-runtimerrors #5  
Management System  
(P2)

Filter by Epic Issues

cs414-f20-runtimerrors #7  
on System  
(P2)

Filter by Epic Issues

cs414-f20-runtimerrors #9  
ation System  
(P2)

Filter by Epic Issues

62 Issues - 64 Story Points

Product Backlog (Epics...

cs414-f20-runtimerrors #14  
Create a new match  
Match Management System

Filter by Epic Issues

Epic

cs414-f20-runtimerrors #37  
Matchmaking class  
Create a new match

Task

cs414-f20-runtimerrors #54  
Pull sender info from invite  
Create a new match

Task

cs414-f20-runtimerrors #57  
Set sender as player 1  
Create a new match

Task

cs414-f20-runtimerrors #16  
Accept/decline a match from a  
list to play  
Invitation System

Filter by Epic Issues

Epic

cs414-f20-runtimerrors #47  
Notification of

1 Issue - 1 Story Point

Icebox

cs414-f20-runtimerrors #65  
Alert users of finished games if  
they are not in the match.  
Result Alert

Task

20 Issues - 23 Story Points

Backlog

cs414-f20-runtimerrors #69  
Update system  
Sprint 1 (P2)  
Game/Match

Filter by Epic Issues

Epic

cs414-f20-runtimerrors #70  
Send match move to the server.  
Sprint 1 (P2)  
Update system

Task

cs414-f20-runtimerrors #71  
Create a method to receive  
match move data on the server.  
Sprint 1 (P2)  
Update system

Task

cs414-f20-runtimerrors #85  
Automatically update clients if  
they are open with a move  
Sprint 1 (P2)  
Update system

Task

cs414-f20-runtimerrors #12  
Unregister  
Sprint 1 (P2)  
Registration System

16 Issues - 25 Story Points

In Progress

cs414-f20-runtimerrors #105  
Pawn class  
Sprint 1 (P2)  
Piece Classes

Task

cs414-f20-runtimerrors #106  
Rook class  
Sprint 1 (P2)  
Piece Classes

Task

cs414-f20-runtimerrors #107  
Knight class  
Sprint 1 (P2)  
Piece Classes

Task

cs414-f20-runtimerrors #108  
Bishop class  
Sprint 1 (P2)  
Piece Classes

Task

cs414-f20-runtimerrors #109  
Abstract Piece Class  
Sprint 1 (P2)  
Piece Classes

Task