

1 point stories:

1. 168 lab 1 (Hello world)
2. 168 lab 2 (If statements)
3. 168 lab 3 (For Loops)

2 point stories:

1. 168 simple functions lab
2. Alien Dictionary (leetcode)
3. Password Generator

3 point stories:

1. 168 menu creator lab
2. virus spread lab
3. gibinachi sequence lab

5 point stories:

1. 268 Web history simulator lab
2. 268 Elevator simulator lab
3. 268 LinkedList lab

8 point stories:

1. 268 Pokedex lab (part 1)
2. 268 Pokedex lab (part 2)
3. Batch API and SQL processor

13 point stories:

4. 268 Blob simulator lab
5. Memory Project (Node.js, React.js, Redux, MongoDB, Express.js)
6. Asteroids Knock off game

Story point ~ 30 - 45 minutes

Time Estimate:

AI - 5 story points, (simple AI should be fairly quick)

Big Shot - 5 story point(check edge, shot whole area)

Scoreboard - 3 story points (Adding a console output showing game stats such as hits, misses, ships sunk, and ships remaining. Should be simple to integrate into the game UI)

Ship Movement - 8 story points

Group Meeting - 4 story points (one meeting to set up our plan, and one meeting to finalize our project)

Total Estimate: 25 Story points ~ 12.5 - 19 hours