Sprint 1 SCRUM meeting Schedule

SCRUM meetings:

1. March 14, 2017
2. March 16, 2017
3. March 20, 2017

SCRUM meeting # 1:

March 14, 2017

* Planned out how to make Kalah Game.
* Divided the game into two parts
  1. Game logic
  2. Game play

SCRUM meeting # 2:

March 16, 2017

* Team started developing logic for game
  1. Built class for houses
  2. Built a class for board
  3. Implemented logic of gameplay in board class

SCRUM meeting # 3:

March 20, 2017

* Finished logic for game
  1. Revised class of houses to an array of integers
* Complete the game play for Kalah
* Went over division of work for project
  1. Andrew Lam and Tony Huynh will develop the majority of the gameplay and AI
  2. Nathaniel Leake will develop the majority of the GUI and client/server