# FastWatch – Sprint 3 Backlog

*Plans for sprint 3:*

* Implement Group Race
* GUI Layout
* GUI interaction
* Evaluate Sprint 2 report

*In Progress*

* DNF, PRINT, EXPORT and SWAP functions with specified number (in GUI) will be pushed to sprint 4.
  + We are currently experimenting and working on these functionalities.
* PRINT will either print current run or previous run and not a specified run number when using the GUI. (Note: using file or console input will work correctly).
* We are pushing separate thread handling for our update display to sprint 4.
* The RETURN function will return and display the updated racer’s queue
* The UP/DOWN Arrow Buttons will cycle through executable commands
  + The LEFT/RIGHT Arrow Buttons will cycle through extra commands if the first selected command from the UP/DOWN has more.
    - Example using LEFT/RIGHT buttons: EVENT can be cycled from IND, PARIND, and GRP.

*Tasks Worked on:*

*Fue: (Estimated work time: 6 hours)*

* Implemented GUI printer functionality.
* Delegated and implemented ActionListener’s to GUI buttons.
* Fixed EVENT functionality, allowing the user to change the run event if the run did not start (TRIG 1 or START), or the race was not in progress.
* Wrote sprint 3 backlog

*Phillip: (Estimated work time: 7 hours )*

* Implemented functionality for GRP race
* Implemented a Update method to display racers to the GUI
* Delegated and implemented ActionListener’s to GUI buttons.

*Isaac: (Estimated work time: 5 hours )*

* Delegated and implemented ActionListener’s to GUI buttons.
  + Worked on CLR button to remove a specified bib number from GUI

*Andrew: (Estimated work time: 5 hours )*

* GUI display thread handling (Displaying the top 3 queued, running, and completed racers)
  + Interrupting the display thread at certain states.

*Riley: (Estimated work time: 8 hours )*

* Created and implemented the functionality of the Chrono Timer GUI
  + Added panels, buttons, and text to the GUI
  + Organized the layout of the GUI
* Delegated and implemented ActionListener’s to GUI buttons.
* Implemented command functions with the GUI arrow buttons