Sprint Backlog

Sprint 1

	Time
Chessgame	
Implement the pieces	5
Design the model	5
Learn all rules	1
Start implementing the model	4
Play with others	
Learn more about how to set up server	4
Start setting up the server	5
Create an application which connect to a phone	1
Overview of games	
Design the UI	4
Create an adapter able to show from a list	2
Graphics	2
Total:	33

Sprint 2

	Time
Chessgame	
Rules	
Finish the model design	4
Learn all rules	1
Continue implementing the model	6
Pieces	
Implement the pieces	2
GUI	
~~Chessboard + Pieces~~	10
Win/Loss/Draw	
Determine if a move results in an illegal board	6
Determine if a player can't move att all (Draw)	6
Determine if a player is checked	2
Determine if a player has won	6
Play with others	
Get Tomcat7 to work properly	5
Finnish the testservlet	5
Get the testservlet to run on the server	5
Finnish the testapp	1
Get the testapp to connect to the server	5
Overview of games	
Link listitems with overview	5
Handle received data	4
Graphic	
Listitem Pieces	5
~~Chess pieces~~	5
Total:	83

Sprint 3

	Time
Chessgame	
Read about and set up Junit test for Android	5
Comment and test code	15
Add States (check, draw etc)	2
Enable sending/recieving from dbhandler	8
Playing with others	
Creating the servlet on the server with a working mysql database	20
Overview of games	
Link listitems with overview	5
Method to handle recieved data	10
Log in	
Structure for login screen	5
Documentation	
Write user manual	3
Write developer manual	3
Rewrite architecture specification	1
Total:	77