

ID	Description	Priority	Done
1	Build the Player and Team class. AddPitcher: Starter, Relief pitcher Position Player: Infielder, outfielder, catcher. Build Array to hold 19 players. Method of batter action: Do nothing (if you think the pitcher gives a "ball") , swing, bunt.	1	Yes
2	Build game class Determines the outcome each pitch. Keep track of inning, outs, balls, strikes, runner position, score of each team. Implement the Indicator of the original board game.	1	Yes
3	User interface Main class, HTML Player interface: 3 views shows below. Draw the pixel image and animations Scoreboard on the side. Game log on the bottom.	2	Yes
4	Multiplayer Interface Handle what gets displayed for both users and getting data from both	4	No
5	Using Database Using Mongoddb to store player information: team array, score they had.Waiting for make the game as multiplayer game.	4	No
6	Documentation Team log Write up UML Gantt Chart.	3	Yes
7	Advanced Game Logic Add some of the more advanced aspects of baseball, including switching pitchers, stealing bases, pinch hitters, and bunting	3	No