Sprint 1:

Refactor code: Rewrite the code to use an integers instead of just a vector of objects. - Scott

Add instruction for remainder: Add an additional instruction to allow for a remainder operation – Tyler

Create the interface for a second program: Create the input and interface for the user to enter a second set of instructions.

Create a second escape instruction: Create a second "escape" instruction (like -99999) for the program to run after loading the second program

Sprint 2:

Add instruction for exponents: Add an additional instruction to allow for exponential operations – Tyler

Expand memory to 1000 integers: Redesign the code so that the memory array can hold 10 times as much memory as before – Scott

Create a graphical user interface: Find a way for the user to deal with a user-friendly graphical interface – Kevin

Create a function or class that schedules the programs: Create a means for the program to run each program one line at a time, essentially running them simultaneously

Design a means to save the data in the accumulator between programs: To avoid conflicting issues between the two programs, make sure the value in the accumulator is saved and kept separate.