Sprint 1 Backlog

Sprint 1:

Team Goals

1) All team members should develop an understanding of (6,4) Kalah
2) Full communication channels established, to include github, groupme, etc.

Project Goals

The main goal of this sprint is to develop the game manager portion of code. As a corollary to this a test validation code should also be developed. The purpose of which is to ensure proper logical operation of the game manager. This validation code should be designed to be lightweight and will only provide the minimal UI for testing.

Checklist

1) Win, Draw, and end game determinations
2) Move validation
3) Game board state storage/access
4) Logic validation code

Tasks included in this Sprint include:
- Create basic program framework for client
- Create basic program framework for server
- Initially set up client/server model for local game play, remote play added later
- Create basic debugging system, allowing basic game state to be checked
- Create basic game framework
- Create system for transferring game state information between the client and server
- Add basic startup options/menu for the user. Includes single, multiplayer, or AI modes
- Add system for storing game state information, server side
- Add system for storing user(s) input information, server side
- Add system for basic user input via terminal, client side
- Add Kalah(6,4) board to game framework
- Add game rules
- Add scoring system

End Sprint 1- Due March 21

Tasks	Owner	Estimated Hrs	Actual Hrs.	Status
				Not-Started / In-Progress / Completed
Create basic program framework for client	Travis	5		Not-Started
Create basic program framework for server	Austin	5		Not-Started
Initially set up client/server model for local game play, remote play added later	Austin/Travis	5		Not-Started
Create basic debugging system, allowing basic game state to be checked	Travis	5		Not-Started
Create system for transferring game state information between the client and server	Austin	5		Not-Started
Add basic startup options/menu for the user. Includes single, multiplayer, or AI modes	Travis	5		Not-Started
Add system for storing game state information, server side	Austin	5		Not-Started
Add system for storing user(s) input information, server side	Austin	5		Not-Started
Add system for basic user input via terminal, client side	Travis	5		Not-Started
Add Kalah(6,4) board to game framework	Travis/Austin/Joaquin	5		Not-Started
Add game rules	Joaquin	3		Not-Started
Add scoring system	Joaquin	3		Not-Started