Reference Story Number	Story Pool	Story Source	Summary
1	1	EECS 581 Project 1	create 2 10x10 grids (one player 1 and one player 2), with collumns labeled A-J and Rows labeled 1-10 these tiles (in each grid should have variables to track their status (empty or ocuppied and by what ship, and whether or not they have been hit, etc.)
2	1	EECS 581 Project 1	The game ends once all the opponent's ships are sunk. This requires a condition check at the end of each turn to determine if the game is over.
3	1	EECS 581 Project 2	Create the easy ai that randomly selects tiles to fire at for battleship
4	2	EECS 581 Project 1	Once all spaces of a ship are hit, the ship is marked as destroyed. This is a simple check that updates the board visually to show the ship is sunk.
5	2	EECS 581 Project 2	Create a function to have AI place player 2's battleships on player 2's grid for One player play
6	2	EECS 581 Project 1	Create a win condition that checks if all of the opponents ships are sunk and if they are end the game and declare the winner
7	3	EECS 581 Project 2	Create the hard ai that knows where all your ships are and lands a hit every turn.
8	3	EECS 581 Project 1	Create a way to have the players select the number of ships used (from 1 to 5) and create a way to track the ships players have ships will start at 1x1, 1x2, 1x3, 1x4, and 1x5 and which ships are chosen depends on the total number of ships chosen
9	3	EECS 581 Project 2	Create a way to select either 1 or 2 player game, and if one player game is selected create a way to select the AI difficulty level (easy, medium, or hard) and update the game loop to account for AI changes (handle checks for al turns and if they AI has won)
10	5	EECS 581 Project 1	Create a Turn system that lets players take turns firing at each other's board. The system provides feedback on whether the shot is a hit or a miss. Requires logic to check coordinates. and keeps players grids secret from the other player.
11	5	EECS 581 Project 2	Create the medium ai that fires randomly until it hits a ship then fires in orthogonally adjacent spaces to find other hits until a ship is sunk.
12	5	EECS 581 Project 2	Creating a leaderboard that saves scores to a file and can load them for later viewing between game session.
13	8	EECS 581 Project 2	Create a scoreboard that creates and displays player scores based on hits and misses (hits are worth 100 points and misses -1) and integrate those scores with a leaderboard that allows game winners to enter their name and store their scores between game sessions for display on the leaderboard.
14	8	EECS 581 Project 2	You must get all required functionality from Project 1 working, even if the team you inherited it from did not, learn how the functionality works so you know how to update the game
15	8	EECS 581 Project 2	Create documentation that details language/IDE used and any relavent information that is need to play the game and/or needed to maintain/update the game
16	13	EECS 581 Project 1	The player's view shows their board, ships, and gives feedback based on tracking hits and misses. The visual design should reflect dynamic changes based on user interaction.
17	13	EECS 581 Project 1	Make a way for players to secretly orient their chosen ships on their grids, this should include rotation and should stop players from overlaping ships or having ships go off the grids
18	13	EECS 581 Project 2	Refactoring and debugging code to make different portions of the program work together correctly