Task	Description	Assignee	⊙ Label	Priority	Estimated Time	Actual Tin
Week 1: Wednesady August 27th - Tuesday Sep 2nd	Town					
Weekly Scum	Team meeting to review completed tasks and assign upcoming tasks	Kundana	Meeting	Priority 1	1 hr	1 hr
Weekly Scum	Team meeting to review completed tasks and assign upcoming tasks	Navya	Meeting	Priority 1	1 hr	1 hr
Weekly Scum	Team meeting to review completed tasks and assign upcoming tasks	Christina	Meeting	Priority 1	1 hr	1 hr
Weekly Scum	Team meeting to review completed tasks and assign	Katie	Meeting	Priority 1	1 hr	1 hr
Weekly Scum	upcoming tasks Team meeting to review completed tasks and assign	Vi	Meeting	Priority 1	1 hr	1 hr
•	upcoming tasks Meeting with TA to show our completed tasks and explain					
Veekly TA Meeting	what we plan on working on the next week Meeting with TA to show our completed tasks and explain	Kundana	Meeting	Priority 1	30 mins	30 mins
Weekly TA Meeting	what we plan on working on the next week	Navya	Meeting	Priority 1	30 mins	30 mins
Weekly TA Meeting	Meeting with TA to show our completed tasks and explain what we plan on working on the next week	Christina	Meeting	Priority 1	30 mins	30 mins
Weekly TA Meeting	Meeting with TA to show our completed tasks and explain what we plan on working on the next week	Katie	Meeting	Priority 1	30 mins	30 mins
Weekly TA Meeting	Meeting with TA to show our completed tasks and explain what we plan on working on the next week	Vi	Meeting	Priority 1	30 mins	30 mins
Craete a basic Game board	a 2D array that is accessed as boardContent[i][j] where i is the row and j is the column. Implement a BoardManager class that handles:	Katie	enhancement	Priority 0	3 hrs	1 hr 10 mi
Board Manager Class	Board creation (function) Retrieving a cell's mine status (function) Tracking covered cells (list of coordinates) Tracking uncovered cells (list of coordinates) Tracking flagged cells (list of coordinates)	Katie	Game Logic	Priority 1	2 hrs	2 hrs
UI Mockup	Prototype in Figma for game UI	Vi	UI	Priority 2	3 hrs	2hrs 15mii
Generate Mine position	Randomly place the mines at the start of the game and this should be based on the size of the board	Vi	Game Logic	Priority 1	2 hrs	1 hr 30 ins
Mine calculation	Calculating the number of mines in adjacent cells	Christina	Game Logic	Priority 1	1 hr	1 hr
Expand Open cells Click of the cell	expand the open cells	Christina Vi	Game Logic	Priority 0	4 hrs	2 hrs
Upadate the Kanban Board	Converting the click of the cell to its row and column Make sure everyones duties and takss are all upadted on	Kundana	Game Logic Documentation	Priority 1	2 hrs 2 hrs	1 hr 30 mi 2 hrs
Occumentation Requiremnets	the prject board Set up and outline all documentation requirements	Navya	Documentation	Priority 2	1 hr	1 hr
occumentation recomments	Set up and oddine an documentation requirements	ravya	Documentation	Thomas 2	1 111	1 111
Week 2: Wednesday Sep 3rd - Tuesday Sep 9th						
Weekly Scum	Team meeting to review completed tasks and assign upcoming tasks	Kundana	Meeting	Priority 1	1 hr	1 hr
Weekly Scum	Team meeting to review completed tasks and assign upcoming tasks	Navya	Meeting	Priority 1	1 hr	1 hr
Weekly Scum	Team meeting to review completed tasks and assign	Christina	Meeting	Priority 1	1 hr	1 hr
Weekly Scum	upcoming tasks Team meeting to review completed tasks and assign	Katie	Meeting	Priority 1	1 hr	1 hr
·	upcoming tasks Team meeting to review completed tasks and assign					
Weekly Scum	upcoming tasks	Vi	Meeting	Priority 1	1 hr	1 hr
Weekly TA Meeting	Meeting with TA to show our completed tasks and explain what we plan on working on the next week	Kundana	Meeting	Priority 1	30 mins	30 mins
Weekly TA Meeting	Meeting with TA to show our completed tasks and explain what we plan on working on the next week	Navya	Meeting	Priority 1	30 mins	30 mins
Weekly TA Meeting	Meeting with TA to show our completed tasks and explain what we plan on working on the next week	Christina	Meeting	Priority 1	30 mins	30 mins
Weekly TA Meeting	Meeting with TA to show our completed tasks and explain what we plan on working on the next week	Katie	Meeting	Priority 1	30 mins	30 mins
Weekly TA Meeting	Meeting with TA to show our completed tasks and explain	Vi	Meeting	Priority 1	30 mins	30 mins
Weekly 14 Meeting	what we plan on working on the next week Make an understandable and composed diagram of the	VI	Weeting	1 Hority 1	30 mms	50 mms
Architecture diagram	system Arc for the game	Kundana	Documentation	Priority 1	2 hrs	1 hr
	Make a draft of what all needs to be included in the	Navya	Documentation	Priority 1	2 hrs	1 hr
System Architecture draft	documentation displaying the game in a visually appealing manner with	Kundana	Documentation	Priority 2	2 hrs	2 hrs
Game UI with Tkinter	Tkinter	Navya	UI	Priority 0	3 hrs	4 hrs
Mine calculation exposing nearby empty cells	Calculating the number of mines in adjacent cells Cells need to be exposed	Vi Christina	Game Logic Game Logic	Priority 1 Priority 1	3 hrs 4 hrs	3 hrs 1 hr
exposing nearby empty cells	Cells need to be exposed	Katie	Game Logic	Priority 1	1 hr	30 mins
Bug Fixing	Fixed bug in expandOpenCells function	Katie	Game Logic	Priority 1	1 hr	30 mins
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Week 3: Wednesady Sep 10th - Tuesday 16th	Team meeting to review completed tasks and assign					
Weekly Scum	upcoming tasks Team meeting to review completed tasks and assign	Kundana	Meeting	Priority 1	1 hr	1 hr
Weekly Scum	upcoming tasks	Navya	Meeting	Priority 1	1 hr	1 hr
Weekly Scum	Team meeting to review completed tasks and assign upcoming tasks	Christina	Meeting	Priority 1	1 hr	1 hr
Weekly Scum	Team meeting to review completed tasks and assign upcoming tasks	Katie	Meeting	Priority 1	1 hr	1 hr
Weekly Scum	Team meeting to review completed tasks and assign upcoming tasks	Vi	Meeting	Priority 1	1 hr	1 hr
Weekly TA Meeting	Meeting with TA to show our completed tasks and explain	Kundana	Meeting	Priority 1	30 mins	30 mins
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Weekly TA Meeting	what we plan on working on the next week	Katie	Meeting	Priority 1	30 mins	30 mins
Weekly TA Meeting	Meeting with TA to show our completed tasks and explain what we plan on working on the next week	Vi	Meeting	Priority 1	30 mins	30 mins
Festing	Tested mine generation function and tkinter implementation. Found new bug in expandOpenCells	Katie	Game Logic	Priority 2	1 hr	30 mins
expand open cells	Finalize and test the recursive expansion feature to ensure empty neighboring cells reveal correctly. Get it to work				1 hr	1 hr
	correctly	Christina	Game Logic	Priority 0		. 111
nine calculation UI update	Update the Tkinter UI to visually display mine counts, flags, and uncovered cells in real time.	Vi	UI	Priority 2	1 hr	
Write out system architecture based on comments	Revise the system architecture draft based on peer and instructor feedback, ensuring completeness	Kundana	Documentation	Priority 1	4 hrs	
Actual System Architecture	High-level description and diagram of system components, data flow, and key data structures	Kundana	Documentation	Priority 1	2hrs	2 hrs
		Navya	Documentation	Priority 1	2hrs	2 hrs
Make logic diagram	Create a visual flow diagram illustrating the core game logic, from input handling to win/loss detection.	Navya	Documentation	Priority 1	2 hrs	2 hrs
Make technical diagram for the BoardManager class.	Design a diagram showing all possible game board flows, the methods of the class, what inputs it takes, and what				3 hrs	2 hrs
	outputs and events it produces Design a diagram showing all possible game states	Katie	Documentation	Priority 1		
Make Different States of the Game diagram	(ongoing, win, loss) and transitions between them.	Vi	Game Logic	Priority 1	1 hr	
Make a time estimation sheet	Compile a consolidated sheet comparing estimated vs. actual time spent on each task, highlighting variances.	Kundana	Documentation	Priority 1	2 hrs	2 hrs
Testing	Tested mine generation function and tkinter implementation. Went over all the digarams and the key points in the	Kundana	Game Logic	Priority 0	1hr	1hr
Reviewed The documentation and the new diagrams	Went over all the digarams and the key points in the documentation	Kundana	Game Logic	Priority 1	45 mins	30 mins
Week 4: Tuesday Sep 16th - Friday 19th						
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Weekly TA Meeting esting	upcoming tasks Meeting with TA to show our completed tasks and explain what we plan on working on the next week Meeting with TA to show our completed tasks and explain what we plan on working on the next week Meeting with TA to show our completed tasks and explain what we plan on working on the next week Meeting with TA to show our completed tasks and explain what we plan on working on the next week Meeting with TA to show our completed tasks and explain what we plan on working on the next week Tested mine generation function and tkinter implementation.	Navya Christina Katie Vi Kundana Navya Christina	Meeting Meeting Game Logic Game Logic Game Logic	Priority 1 Priority 1 Priority 1 Priority 1 Priority 1 Priority 1	30 mins 30 mins 1 hr 1 hr	30 mins 30 mins 30 mins 30 mins
Weekly TA Meeting esting Added state of the game to the title	upcoming tasks Meeting with TA to show our completed tasks and explain what we plan on working on the next week Meeting with TA to show our completed tasks and explain what we plan on working on the next week Meeting with TA to show our completed tasks and explain what we plan on working on the next week Meeting with TA to show our completed tasks and explain what we plan on working on the next week Meeting with TA to show our completed tasks and explain what we plan on working on the next week Meeting with TA to show our completed tasks and explain what we plan on working on the next week Tested mine generation function and tkinter implementation.	Navya Christina Katie Vi Kundana Navya Christina Katie	Meeting Meeting Game Logic Game Logic Game Logic Game Logic	Priority 1 Priority 1 Priority 1 Priority 1 Priority 1 Priority 1 Priority 2	30 mins 30 mins 1 hr 1 hr 1 hr 10 mins	30 mins 30 mins 30 mins
Weekly Scum Weekly TA Meeting	upcoming tasks Meeting with TA to show our completed tasks and explain what we plan on working on the next week Meeting with TA to show our completed tasks and explain what we plan on working on the next week Meeting with TA to show our completed tasks and explain what we plan on working on the next week Meeting with TA to show our completed tasks and explain what we plan on working on the next week Meeting with TA to show our completed tasks and explain what we plan on working on the next week Tested mine generation function and tkinter implementation.	Navya Christina Katie Vi Kundana Navya Christina Katie	Meeting Meeting Game Logic Game Logic Game Logic	Priority 1 Priority 1 Priority 1 Priority 1 Priority 1 Priority 1	30 mins 30 mins 1 hr 1 hr	30 mins 30 mins 30 mins 30 mins 10 mins