

| ID | Story | Estimated Hours | Priority(1-5) | (Expected) Sprint When Finished | Finished |
|----|---|-----------------|---------------|---------------------------------|----------|
| 1 | Locally ran chess bot | 2 | 1 | 1 | |
| 2 | Create Chessboard on index view | 2 | 1 | 1 | |
| 3 | Create upload bot functionality | 5 | 1 | 1 | |
| 4 | Create Navbar | 1 | 2 | 1 | |
| 5 | Delete User uploaded bots | 4 | 1 | 1 | |
| 1 | OAuth implementation | 4 | 2 | 2 | |
| 5 | Valid FEN implentation | 1 | 1 | 2 | |
| 6 | Move History for chess games | 5 | 1 | 2 | |
| 7 | Migrate to Postgressql backend | 8 | 1 | 2 | |
| 16 | Tournament.py working with generic bots | 2 | 1 | 2 | |
| 8 | Bot vs Bot implementation | 8 | 1 | 2 | |
| 10 | User Login Functionality | 6 | 1 | 2 | |
| 11 | Admin User Management (CRUD) | 5 | 1 | 2 | |
| 12 | User Bot Repository | 12 | 2 | 2 | |
| 12 | Log Output for each match | 1 | 1 | 2 | |
| 13 | User edit, and delete profile | 3 | 4 | 2 | |
| 9 | Docker | 10 | 1 | 2 | |
| 14 | Leaderboard for bots | 4 | 5 | 3 | |
| 15 | Real Time chess visualizations | 6 | 2 | 3 | |
| 16 | Users and Tournament Logs relationship | 4 | 3 | 3 | |
| 17 | Move analysis | 15 | 3 | 3 | |
| 18 | Download other users public bots | 15 | 3 | 3 | |