

AGILE SPRINT 4 BACKLOG AND BURNDOWN CHART

Add rows and columns as needed.

BACKLOG TASK & ID	STORY POINTS	ASSIGNED TO	STATUS	ORIGINAL ESTIMATE	4/12	4/13	4/14	4/15	4/16	4/17	4/18	4/19	4/20	4/21	4/22	4/23	4/24	4/25/	4/26	4/27	4/28	SPRINT REVIEW	
User Story #1 The winner will be the wealthiest player through buying, selling and selling properly. If all Player agree to end game, the winner is the wealthiest Player. If all but one player has gone bankrupt then that Player is the winner																							
Small				0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
	Task: Add action for players to end the game. Add separate quit operation so players can quit when convenient.	Sydney	Complete	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0		
	Task: Add quit option for HumanPlayer to quit games.	Sydney	Complete	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0		
	Task: Automate ComputerPlayer, so when all HumanPlayer quit they will quit.	Sydney	Complete	2	2	2	2	2	2	2	2	2	0	0	0	0	0	0	0	0	0		
	Task: Add component so that game tracks the wealthiest player.	Sydney	Complete	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1	0.5	0	0	0	0	0	
Large	Task: Add tests to make sure logic is correct.	Sydney	Complete	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1	0.5	0	0	0	0	0	
	US #4 One of the 2 to 4 players must be a Player simulated by the computer																						
	Task: Make startup screen	Sean	Complete	1.5	1.5	1.5	1.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Task: Startup screen must get player names and tokens, as well as number of CPU and human players.	Sean	Complete	0.5	0.5	0.5	0.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Task: Startup screen must communicate to gameboard and gamestate how many human and CPU players there are and resolve accordingly.	Sean	Complete	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Task: Make button that leads to gameboard	Sean	Complete	0.25	0.25	0.25	0.25	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
US 22: The Controller is a set of classes that implement the behavior for the components displayed by the GUI																							
Medium	Task: Every GUI component with a text file associated to it has a respective controller class.	Jon	complete	2	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Task: Controller classes all have button listener methods appropriate to functionality.	Jon	complete	2	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Task: Controller class methods are accessible from the Controller one instance for me.	Jon	complete	3	3	3	3	3	3	3	2	0	0	0	0	0	0	0	0	0	0	0	
	Task: All controllers have a purpose and all methods are used without code repetition.	Jon	complete	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	
	US 18: The Game State should provide an interface to the Controller and the View so that they can modify the Game State and get the current status of the Game State.																						
Medium	Task: Update player position on board and adjust dice.	Jon	complete	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Task: Displaying messages on the gameboard	Sydney	Complete	1.5	1.5	1.5	1.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Task: Display the accurate number of houses on each property.	Sydney	Complete	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Task: Display banker information on GUI	Sydney	Complete	3	3	3	3	1	0.5	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Task: Starting a trade/auction	Sydney	Complete	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2	1	1	0	0	0	0	0	0	
	Task: Add Tests to make sure logic for trade is correct.	Sydney	Complete	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1	0.5	0	0	0	0	0	
	Refactoring Sprint 3																						
Extra Large	Task: Refactor Computer Player	Sydney, Sean, Jon	Complete	1.5	1.5	1.5	1.5	2	3	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Task: HumanPlayer refactor for individual actions	Sydney, Sean, Jon	InProgress	1	1	1	1	2	2	2	2	2	2	4	4	4	4	3	2	2	1	1	
	Task: Refactor auction process with gui implementation.	Sydney, Sean, Jon	InProgress	1	1	1	1	1	1	1	1	1	1	1	1	1	1	3	3	3	3	3	
	Task: TimeDownCards data is updated accordingly.	Sydney, Sean, Jon	Complete	0.5	0.5	0.5	0.5	0.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
TOTAL				32.75	32.75	28.75	28.75	20.5	20.5	17	16	14	11	10.5	10	8.5	6	6	6	6	4	4	

