Product Backlog
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KT - Kevin Tang
KW - Kevin Wilson

Sprint #	Story	Story Points	Estimated Time (m)	Actual Time (m)	Assigned To	Completed By	Completed On	Notes	Day	Estimated Hours Left	Actual Hours Left
1	Create Git repository and add TAs and team members	1	5	2	GG	GG	3/18/2019		0	18.78	14.09966667
1	Setting up eclipse IDE with Java 8 (JavaFX) and github	3	60	10	KT, GG, KW	KT, GG, KW	3/18/2019		1	17	13.68296667
1	Design class Board with rules	1	15	20	KT, GG, KW	KT, GG, KW	3/18/2019		2	16	11.28296667
1	Design class Player following game dynamics	1	15	5	KT, GG, KW	KT, GG, KW	3/18/2019		3	15	10.94996667
1	Create empty class for Board and empty implementation	2	30	25	KT	KT	3/20/2019		4	14	10.94996667
1	Create empty class for Player and member variables/functions	1	15	10	GG	GG	3/19/2019		5	13	10.94996667
1	Implement the data structure for keeping track of houses	1	12	5	KW	KW	3/20/2019		6	12	10.94996667
1	Implement default constructor to initiate board	2	10	8	KT	KT	3/20/2019		7	11	10.94996667
1	Print board to CLI for temp. display	1	10	10	GG	GG	3/19/2019		8	10	10.94996667
1	Implement score handling in board class	1	10	5	GG	GG	3/19/2019		9	9	7.119966667
1	Add turn tracking to board	1	10	12	KT	KT	3/20/2019		10	8	3.289966667
1	Implement seed movement	3	45	45	KW	KW	3/20/2019		11	7	0
1	Implement get possible moves	2	15	14	KT	KT	3/20/2019		12	6	
1	Add error handling with moves	2	15	20	GG	GG	3/21/2019		13	5	
1	Add endgame functionality to board class	2	10	15	KW	KW	3/20/2019		14	4	
1	Player class implement generic move function	2	15	20	KT	KT	3/20/2019		15	3	
2	Add support to have 4-9 houses on each side	1	15	15	KW	KW	3/27/2019		16	2	
2	Add support to have 1-10 seeds on each house	1	15	15	KW	KW	3/27/2019		17	1	
2	Add support to have random distribution of seeds	3	45	60	KW	KW	3/27/2019		18	0	
2	Support the "Pie Rule"	2	30	40	GG	GG	3/27/2019				
2	Add Timer	1	25	0	KT	KT	3/29/2019	Moved to Sprint 3 due to integration with GUI			
2	Implement client and server socket communication (basic reading/writing to socket)	5	90	100	KT, KW, GG	KT	3/27/2019				
2	Parsing buffer input for server side	5	60	95	KT, KW, GG	KT	3/29/2019				
2	parsing buffer input for client side	5	45	97	KT, KW, GG	KT	3/29/2019				
2	hook up parsing server side with board class implemention	2	20	30	KT	KT	3/29/2019				
2	hook up parsing client side with client side implementation	2	20	25	KT	KT	3/29/2019				
2	Create datastructure for minmax tree	3	20	60	KT	KW	3/29/2019				
2	Implement function that fills minmax tree	5	60	90	KW	KW	3/29/2019				
2	implement function that gets best possible move from minmax tree	2	15	30	GG	GG	3/29/2019				
2	connect AI functionality to act as client	2	30		GG	N/A	N/A	Not needed for this sprint. Moved to Sprint 3			
3	Implement AI with Client-Server model	1	15		KT						
3	Design GUI with drawn templates and all possible buttons	3	30		GG						
3	Create UI Class to handle displaying the entire application	3	45		GG						
3	Initiate function that sets up all elements of the UI	5	90		KW						
3	Implement Get Move/Input in UI Class	3	45		KT						
3	Update Display for Board	3	45		KW						
3	Create Endgame Display for winner/loser/tie	3	30		KT						
3	Setup timer UI for player moves	3	45		KT						

Estimated Hours	Actual Hours
18.78333333	14.71666667