			Sprint 3								
Story	**Story Points**	**Estimated Time (m)**	**Actual Time (m)**	**Assigned To**	**Completed By**	**Completed On**	**Notes**		Day	Expected Hours Rem	Actual Hours Remaining
Implement AI with Client-Server model	1	15		KT					0	5.75	5.75
Design GUI with drawn templates and all possible buttons	3	30		GG					1	4	
Create UI Class to handle displaying the entire application	3	45		GG					2	3	
Initiate function that sets up all elements of the UI	5	90		KW					3	2	
Implement Get Move/Input in UI Class	3	45		KT					4	1	
Update Display for Board	3	45		KW					5	0	
Create Endgame Display for winner/loser/tie	3	30		KT							
Setup timer UI for player moves	3	45		KT							
		Estimated Hours	Actual Hours								
		5.75	0								

Sprint 3 Burndown Chart

— Expected Hours Remaining — Actual Hours Remaining

Hours Remaining vs Day