			Sprint 2								
Story	Story Points	Estimated Time (m)	Actual Time (m	Assigned To	Completed By	Completed On	Notes	Day	Eetir	mated Hours Actu	al Hours Remaining
Add support to have 4-9 houses on each side	Story Foliats	1 15				3/27/2019		Day	0	8.16	10.95
Add support to have 4-5 houses on each house		1 15				3/27/2019			1	6	10.95
Add support to have random distribution of seeds		3 45				3/27/2019			2	4	10.95
Support the "Pie Rule"		2 30				3/27/2019			3	2	7.12
Add Timer		1 25					Moved to Sprint 3 due to integration with GUI		4	1	7.12
mplement client and server socket communication (basic eading/writing to socket)		5 90				3/27/2019			5	0	0
Parsing buffer input for server side		5 60	95			3/29/2019					
parsing buffer input for client side		5 45				3/29/2019					
nook up parsing server side with board class implemention		2 20	30			3/29/2019					
nook up parsing client side with client side implementation		2 20				3/29/2019					
Create datastructure for minmax tree		3 20			KW	3/29/2019					
mplement function that fills minmax tree		5 60				3/29/2019					
mplement function that gets best possible move from minmax tree		2 15				3/29/2019					
connect AI functionality to act as client		2 30) 0				Moved to Sprint 3				
	Total Estimated Hours Total Actual Hours			rs							
		8.166666667	10.95								
	Sprint 2 Burndown Chart										
	Estimated Hours Remaining										
	12										
	10										
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