

Sprint 1

Sprint #	Story	Story Points	Estimated Time (m)	Actual Time (m)	Assigned To	Completed By	Completed On	Notes	Day	Estimated Hours Remaining	Actual Hours Remaining
1	Create Git repository and add TAs and team members	1	5	2	GG	GG	3/18/2019		0	4.86	3.76
1	Setting up eclipse IDE with Java 8 (JavaFX) and github	3	60	10	KT, GG, KW	KT, GG, KW	3/18/2019		1	4	3.15
1	Design class Board with rules	1	15	20	KT, GG, KW	KT, GG, KW	3/18/2019		2	3	2.73
1	Design class Player following game dynamics	1	15	5	KT, GG, KW	KT, GG, KW	3/18/2019		3	2	0.333
1	Create empty class for Board and empty implementation	2	30	25	KT	KT	3/20/2019		4	1	0
1	Create empty class for Player and member variables/functions	1	15	10	GG	GG	3/19/2019		5	0	0
1	Implement the data structure for keeping track of houses	1	12	5	KW	KW	3/20/2019				
1	Implement default constructor to initiate board	2	10	8	KT	KT	3/20/2019				
1	Print board to CLI for temp. display	1	10	10	GG	GG	3/19/2019				
1	Implement score handling in board class	1	10	5	GG	GG	3/19/2019				
1	Add turn tracking to board	1	10	12	KT	KT	3/20/2019				
1	Implement seed movement	3	45	45	KW	KW	3/20/2019				
1	Implement get possible moves	2	15	14	KT	KT	3/20/2019				
1	Add error handling with moves	2	15	20	GG	GG	3/21/2019				
1	Add endgame functionality to board class	2	10	15	KW	KW	3/20/2019				
1	Player class implement generic move function	2	15	20	KT	KT	3/20/2019				

Sprint 1 Burndown Chart

The chart displays two lines: a blue line for 'Estimated Hours Remaining' and a red line for 'Actual Hours Remaining'. The blue line starts at 5 hours on Day 0 and decreases linearly to 0 hours by Day 5. The red line also starts at 5 hours on Day 0, follows the blue line closely until Day 2, then drops more sharply than the blue line, reaching 0 hours by Day 4.

Day	Estimated Hours Remaining	Actual Hours Remaining
0	5.0	5.0
1	4.0	3.76
2	3.0	2.73
3	2.0	0.333
4	1.0	0.0
5	0.0	0.0