

Buckets: 1, 2, 3, 5, 8, and 13

Reference Stories:

- 1: storing ships as an array
- 2: validating clicks
- 3: validating ship placement
- 5: determining if a ship is sunk through iteration over ships
- 8: displaying each grid, with the hits, misses and the health of your own ships
- 13: building a binary search tree

Assignments:

- 1:
  - Set up html pages for home page and difficulty pages
  - Link rectangles for single player and multiplayer to the respective game modes
  - Create copy of index.html and game.js but rename them
    - This will be used for when the player clicks single player
  - Center the text and rectangles on the welcome page
- 2:
  - Create home page text on welcome page
  - Create rectangles for single player and multiplayer
  - Learn how to change font and change font for the text as well as color for rectangles
- 3:
  - Read over and thoroughly understand the previous team's code
  - Learn how sound can be played in javascript
  - Read the previous team's extra documentation
- 5:
  - Remove player 2 from copy of game.js
  - Create an AI Player class
  - Integrate AI Player turns into the flow of the game
- 8:
  - Add sound for hits
  - Add sound for sunk ship
  - Add sound for game over
- 13:
  - Develop hard mode ai
  - Develop easy mode ai
  - Develop medium mode ai

Hours per story point:

- Taking the average number of hours for reference stories, for example 2 hours for validating ship placement and 1 hours for validating clicks. We were able to arrive at a 0.66 hour per story point estimate.

Total Hours:

- Using our hours per story point estimate, we arrived at a 62 hour estimate.