

## SPRINT 1

<ul style="list-style-type: none"><li>- Make property class (3 hours)</li><li>- Make the instance variables, getter methods,</li><li>- Make space class (1 hour)</li><li>- Make player class (2 days)</li></ul>
<ul style="list-style-type: none"><li>- Make account class (1 hour)</li></ul>
<ul style="list-style-type: none"><li>- Make board class (2 days)</li></ul>
<ul style="list-style-type: none"><li>- Set up player instance variables</li></ul>
<ul style="list-style-type: none"><li>- Make Jail Class - subclass of space (0.5 hour)</li><li>- Make Go to Jail Class- subclass of space (0.5 hour)</li><li>- Make Free Parking class- subclass of space (1 hour)</li><li>- Make Chance class- subclass of space (1 hours)</li><li>- Make Community chance class-subclass of space (1 hours)</li><li>- Make Tax class- subclass of space (1 hour)</li></ul>
<ul style="list-style-type: none"><li>- Make game class (3 hours)</li></ul>
<ul style="list-style-type: none"><li>- Player class moving functionality (1 hour)</li><li>- Player class purchasing functionality (1 hour)</li><li>- Player class non-property functionality (2 hours)</li></ul>
<ul style="list-style-type: none"><li>- Make the Dice class (1 hour)</li></ul>

Total: 4 days, 18 hours

## SPRINT 2

<ul style="list-style-type: none"><li>- Make board GUI (5 hours)</li></ul>
<ul style="list-style-type: none"><li>- User popup options for purchasing property (5 hours)</li></ul>
<ul style="list-style-type: none"><li>- User popup alerts about their turn (4 hours)</li></ul>
<ul style="list-style-type: none"><li>- GUI shows user moving around the board (6 hours)</li></ul>
<ul style="list-style-type: none"><li>- GUI shows which properties are purchased, which have a monopoly, and which</li></ul>

are available (5 hours)
- GUI has an option for showing the user stats (3 hours)
- GUI has fun interactive dice roll (3 hours)

Total: 31 hours