

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

Reference Stories:

- 1: storing ships as an array, centering text
- 2: validating clicks, setting up html page for home page, creating rectangles, change font
- 3: validating ship placement, code analysis, add sound to app
- 5: determining if a ship is sunk through iteration over ships, automate player battleship guesses
- 8: displaying each grid, with the hits, misses and the health of your own ships
- 13: building a binary search tree, project 2 for eecs 448

Assignments:

- 1:
  - Get RGB codes for colors needed for prototypes
  - UML modeling diagram prototype
  - Setting font preferences
- 2:
  - Develop artifacts
  - Design paradigm identification
  - Software architecture identification
  - Design patterns identification
- 3:
  - Add rectangles for the word guesses
  - Add alphabet squares
  - Add text to alphabet squares
- 5:
  - Research word storage for project 4
- 8:
  - None, since this is a shorter project (just a prototype), nothing should take this long
- 13:
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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 16.5 hour estimate.