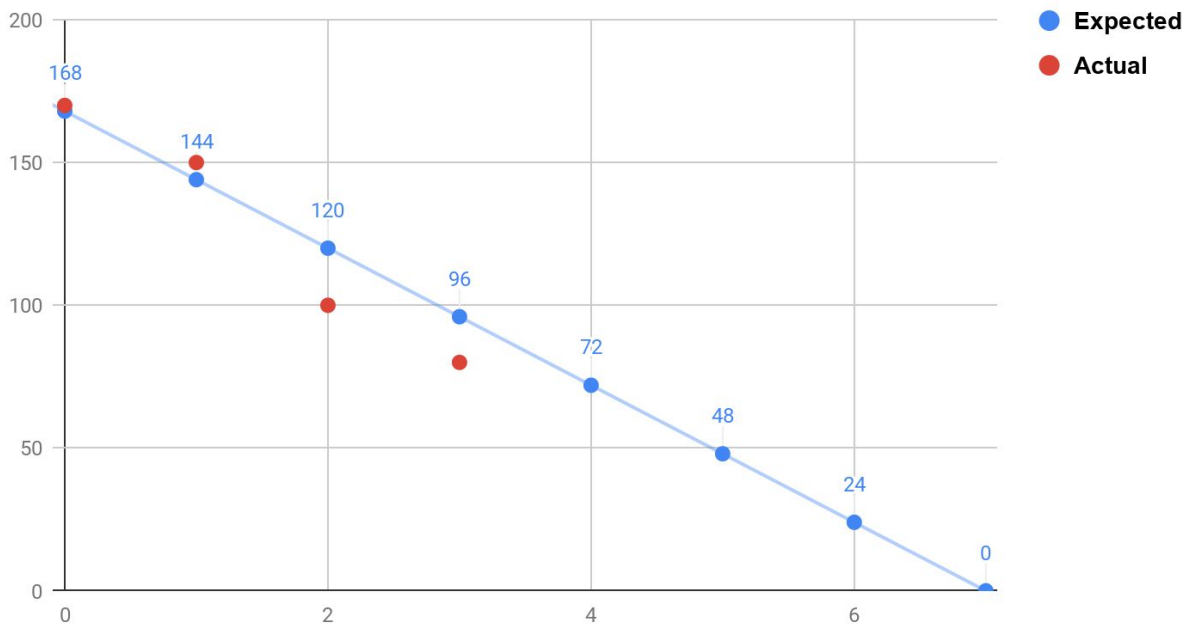


Sprint 2:

Burndown Chart



Backlog

1. Identify correct color and attack movement (Sausha)
2. Multi-threading for GUI and AI (Caleb, Henning)
3. Implement Opponent Behavior
 - a. Henning, Caleb, Sausha
 - i. Create an interface for receiving opponent actions
 - ii. Create a side selector
 - iii. Implement improved AI logic
 - iv. Implement local opponent controls
 - v. Implement remote opponent communication system
 - vi. Add UI widgets to support features
 - vii. Add multiplayer capabilities (no computer)

Future SCRUM meetings:

1. Saturday/Sunday
2. Monday
3. Wednesday

Sprint 3 Backlog

1. Implement selectable color
2. Create game creation menu
3. Create server connection menu
4. Threaded Server communication with server logic (server sends board state after every move)
5. Threaded GUI to client calls
6. Build establish player interface for local and remote players/ai's
7. Establish better separation of concerns for GUI and clients