Sprint 2 - Backlog

SCRUM Leader - Eric Munoz

GUI

* Welcome Screen

  * Contains sub menus

* Sub menus to store information about the game parameters

  * Number of seeds

  * Select if he/she will play as player 1 or 2

  * Select difficulty of the AI

  * Enters his/her own custom name via keyboard

* "Play Game" button

  * Game is loaded and starting game state screen displayed

* User if prompted if it their turn or the AI's

  * A timer is displayed showing the current time left for the turn

* Get Input from mouse when user clicks on a box

  * Number of pieces in each box displays when hovered over

  * Each piece is moved to correct location on the board

* Contains "New Game" and "Reset" widgets during game play

  * Calls the game manager to handle these

* Contains all images to use for the widgets

* Game Manager

        * Handling player turns

        * Combining the GUI interface with the game

        * Begin basic message paassing to the server when I button is pressed

Basic AI

* Choose random valid move

Client Server Model

* Make a server

    * initialize with game type / info

* Make a client

    * connect to server

* Start a game

    * parse info given

    * Server sends info to client

    * Client sends ready

    * how long does wait?

    * P1 sends move

    * server sends move info

    * checks validity of move/timer

* Meeting Times

    * Friday 6:00 PM

    * Saturday 1:00 PM

    * Sunday 1:00 PM

* Work Distribution

    * The work will be divided evenly and we will all work as a team on each piece.