## SPRINT 1

**Forecast:**
- Reaction time
- Product Backlog

**To-do:**
- Create a reaction time class
- Finish the Product Backlog

**Problems:**
- Problem with cleaning the console on different operating systems (Solved)
- Problems with clicking too soon function (Solved)

**In-Progress:**
- Reaction time design

**Done:**
- Reaction time
- Product Backlog

## SPRINT 2

**Forecast:**
- Number memory
- Verbal memory
- Game selection menu in the main file
- Design for all the functions
- Product Backlog correction

**To-do:**
- Create a number memory class
- Create a verbal memory class
- A design for all functions
- Correct the product backlog
- Do a menu for game selection in the main file

**Problems:**
- Program wasn't changing the range of numbers in the next rounds (Solved)
- Menu in main file was always starting the number memory function even if nothing has been chosen (Solved)

**In-Progress:**
- Nothing

**Done:**
- Verbal memory function
- Number memory function
- Menu for choosing the game
- Product Backlog is corrected
- Design for all the functions

## SPRINT 3:

## Canceled

## SPRINT 4:

**Forecast:**
- Asking user if he wants to play the game or see the scoreboard
- Asking user if he wants to save his score or not
- UML Diagrams for the program
- Final Game Design
- Final Program Testing

**To-do:**
- Create a function, that asks user if he wants to start the game or show the scoreboard
- Create a function, that asks the player if he wants to save his score or not.
- Create UML Diagrams for the whole program
- Do a final design for the whole program
- Test the program to see if everything is working right.

**Problems:**
- Program wasn't saving the score when the user wanted to. (Solved)
- The scoreboard wasn't displaying when user selected to see the scoreboard. (Solved)

**In-Progress:**
- Nothing

**Done:**
- Function for choosing if user wants to start the game or see the scoreboard
- Function for choosing if the player wants to save his score or not.
- UML Diagrams for the whole program
- Final Game Design
- Final Program Testing