Sprint backlog 3:
Team 146: Jane Threefoot & Dillon Lareau

Spring 3 Backlog Product Owner: Jane Threefoot
Actions:
- Private games (Jane) (1 hour)
  - Modify view logic for create game (20 min)
  - Modify view logic for join game (20 min)
  - Modify games page HTML/CSS (20 min)

- Search for user (Jane) (20 min)
  - Write corresponding view for existing HTML/CSS (20 min)

- Code rules edge-cases (Jane) (20m)
  - Various replacements for hard-coded values (20 min)

- On game page - turn indicator (Dillon) (20 min)
  - Add additional HTML to current-game page template (20 min)

- Nice end message (Dillon) (40 min)
  - Add HTML to current-game page (20 min)
  - Add Javascript to current-game page to display message (20 min)

- Nicer Pieces (Dillon) (20 min)
  - Update HTML/CSS for pieces to be cleaner. (20 min)

- Make the rules pop-up extendible for variants (Dillon) (40 min)
  - Add new field to ruleset model for descriptions (10 min)
  - Modify HTML to remove hardcoded value (30 min)

- Add a variant (Brandubh, probably) (Jane) (40 min)
  - Make board layout input (10 min)
  - Write up rules (for about page and pop-up text) (30 min)

- Disable Chat (Dillon) (30 min)
  - Implement clientside jquery based hiding of chat (30 min)

- Finish sort upgrade (Jane) (1 hour)
  - Modify backend view to select appropriate data (30 min)
  - Modify frontend HTML/CSS to properly display sorted data (30 min)

- User testing (Both) (1-2 hours)
- Clean code (Both) (30m each)
- Debugging (Both) (1-2 hours)