|  |  | 4/11 | 4/13 | 4/14 |
|---|---|---|---|---|
| What did you do | **Amisha** | Set up git | Brainstormed user stories | Created a basic UML |
|  | **Michelle** | Set up git | Brainstormed user stories | Helped with UML and started creating product backlog |
|  | **Elizabeth** | Set up git | Brainstormed user stories | Helped with UML and started creating product backlog |
|  | **Zeke** | Set up git | Brainstormed user stories | Helped with UML and started creating product backlog |
| What are you going to do | **Amisha** | Brainstorm, create user stories, CRC cards, UML | UML and CRC | Finish **sprint 1** |
|  | **Michelle** | Brainstorm, create user stories, CRC cards, UML | UML and CRC | Finish **sprint 1** |
|  | **Elizabeth** | Brainstorm, create user stories, CRC cards, UML | UML and CRC | Finish **sprint 1** |
|  | **Zeke** | Brainstorm, create user stories, CRC cards, UML | UML and CRC | Finish **sprint 1** |
| What are the roadblocks |  | None | Needed to meet with Lily to ask about CRC and UML. And go over user stories | None |
| Did you update your spends |  | No spends yet | Yes! | In progress |

| | 4/15 | 4/17 | 4/18 | 4/20 | 4/21 | 4/22 | 4/24 |
|---|---|---|---|---|---|---|---|
| | Started the die class | Finished the die class | Started die FX class | Finished the dieFX | Brainstormed rules | Made enums | Brainstormed rules |
| | Started the player class | Almost done with player class | Finished Player class | Almost done with player tokens | Finished tokens | Added player tokens to the board | Finished player token stuff |
| | Started working on the board package, and setting up JavaFX | Worked on the board. | Added a side panel to the board, for more GUI options | Helped with the die class | Started adding pictures to the board | Worked on the board | More images for the board |
| | Started the property class | Almost done with the property class | More stuff to work on for property | Finished up the property class | Brainstormed rules | Sterted jail, and started creating properties | Worked on initilizing, and jail class |
| | Continue to work on the die class | Start helping with the board | Keep working on JavaFX die | Work on rules w/ Zeke | Start working on enums for chance/community chest | Start coding rules | Start coding rules |
| | Continue working on the player class | Integrate the die class with the player class | Start working on JavaFX token class | Keep working on tokens | Integrating tokens onto the board | Continue adding tokens to the board | Start coding rules |
| | Continue working on the board package/class | Contiue to work on the board | Keep working on the board | Start working on a gui for players to know thier stats | Keep working on board stuff | Keep working on the board | Start adding controls to the board |
| | Continue working on the property class | Intergrate player class with property | Keep working on Property | Start working on a console based version | Woring on the jail class | Start coding rules | Need to finish jail, and work on Railroads and Untilities |
| | Potentially errors with JavaFX/Board | Making sure we get our merges right so that we can integrate our code | Need to finish property class in order to start working on game rules | Merging | Figuring how to implent and how to integrate code | Probably need to do a merge soon. Need to start coding the rules | Need to work on the rules |
| | In progress | Yes | Yes | Yes | Yes | Yes | Yes |

| | 4/25 | 4/27 | 4/29 | 4/30 | 5/1 |
|---|---|---|---|---|---|
| | Started setting up a console version of the game | Brainstormed how to integrate JavaFX | Updated UML | Worked on UML | UML |
| | Started setting up a console version of the game | Worked on console prompts | Worked on starting the game | Worked on rules | Unit testing |
| | Finished adding images to the board | Brainstormed how to code Jail | Finished jail. | Worked on rules | Unit testing |
| | Almost done with the railroad and utilities classes | Worked railroad and utilities | Finished railroad | Finished railroad, and utility | Brainstormed writing peices |
| | Keep working on the game, and help add chance and community chest to the board | Rules | Rules | Getting the game up and runing, and testing | Writing |
| | Keep working on the game | Rules | Rules | Getting the game up and runing, and testing | Unit testing |
| | Help coding rules/console version of game. Help with jail | Jail then rules | Rules | Getting the game up and runing, and testing | Unit Testing |
| | Finish railroad, utilities, and jail. | Railroad and Utilities, then rules | Finish Utilities, then rules | Getting the game up and runing, and testing | Writing |
| | None | The homeworks | Making time betwen finals | Need to work on our tests | Nope |
| | Yes | Yes | Yes | Yes | Yes |