

Team 4 – Project 2

Sprint 2 Backlog, Time Estimation, and SCRUM Meetings

Members: Patrick Casey, Matt Hacker, and Megan Kerins

CSCE 315-501

SECOND SPRINT BACKLOG:

- Continue Research on Java GUI
- Finish Implementing the New Game button
- Get board interface to display after pressing “New Game”
- Have pieces on board and an idea of the sort of method for moves.
- Ability to move pieces in some capacity (does not check that moves are valid or that it is a player’s turn, at least get the pieces to move one spot)
- Pretty much get the interface displayed, and start the functionality of the pieces

Time Estimation Sprint 2:

- Research and Info Gathering: 6 hours (in combination with the other Time Estimations)
- New Game Button: 5 hours (functionality of AI difficulty not needed, but buttons should be made, and new Game Interface should appear when it is clicked; along with the “during game” buttons, such as “Undo” and “Minimax Tree”, etc.)
- Graphic board setup: 10 hours
- Placing game pieces: 6 hours
- Functionality: 8+ hours (does not need to be complete, definitely started though)

Meeting Plan:

The members in our team have varying schedules where there may be a class on Thursday, there might not kind of deal; but we *will* meet the required amount of time. These are the days available for us:

MEETING TIMES:

Team members plan to work on it every night individually and submit work to our repository on GitHub. Meeting times differ though, Thursday: either 2-4 or 5-whenever. Friday: 4 – whenever. Weekends: Saturday and Sunday afternoons – before 5.

This is late to be turned in because the team leader, Megan, thought it was due at Midnight and takes complete responsibility.