**Team 4 – Project 2**

*Sprint 2 Retrospective, New Product Backlog, and Sprint 1 Burndown Chart*

Members: Patrick Casey, Matt Hacker, and Megan Kerins

**CSCE 315-501**

**Work Done:**

4 hours on interface and GUI

2 hours on Minimax Tree

**Issues:**

GUI still causing issues due to lack of familiarity with syntax and tools available

Board will draw on game window but won’t display the entire thing

Issues with buttons attaching in positions independent of a grid

Difficulty in establishing minimax data structure without sufficient game state information