

Module	Task Description	Assigned To	Priority	Status
Documentation	Write Breakthrough project description	John		Done
Documentation	Write description of high and low level entities	David		Done
Documentation	Draw entity diagrams	Noemie		Done
Documentation	Write Design benefits, risks/issues and assumptions	Howard		Done
Documentation	Start product backlog	Noemie		Done
Documentation	Draw burndown chart	David		Done
Game Mechanics	Develop board representation	David	High	Done
Game Mechanics	Develop game movements and their rules	David	High	Done
Game Mechanics	Develop board sending through socket for GUI	Noemie	High	Done
Game Mechanics	Develop evaluation of possible next moves	Howard	High	Done
Game Mechanics	Check sending movements from and to client	Noemie		Done
Game Mechanics	Develop player class	David	Medium	Done
Client-Server	Adapt semi-ready client-server code to the project	Noemie	High	Done
Documentation	Update the development log and backlog	Everyone		Done
AI Engine	Develop min-max algorithm (with limited depth) - Medium difficulty	John	Medium	Done
AI Engine	Develop alpha-beta-pruning algorithm - High difficulty	John	High	Done
AI Engine	Develop semi-random player algorithm - Low difficulty	John	High	Done
GUI	Develop user interface main screen	Howard	High	Done
GUI	Develop a way for user to connect to server through the GUI	David	Low	Done
GUI	Develop smaller elements of interface such as images/objects	Howard	Low	Done
Game Mechanics	Implement AI vs. AI in Dataserver	Noemie	High	Done
AI Engine	Make AI return the move it made	Noemie	High	Done