TEAM MEMBERS: Karl Lawson, Sneha Santani, Yerania Hernandez
TEAM NUMBER: 21

Spring 1 Backlog

The Project Manager for the team is Yerania Hernandez. The GitHub has been created and the TA has been added to it. The link to the GitHub is:
https://github.tamu.edu/sjsantani/CSCE315-Project2

We aim to finish have our GUI implementation ready and a basic minmax tree ready by the end of Sprint 1. Therefore, the backlog for Sprint 1 looks like this:

1. User launches the program and sees a display message
2. User launches the program and can now also see a button that links to a tutorial/ Help button
3. User chooses his name with a text box input
4. User redirected to a new screen which starts the game and displays the current board
5. User enters a move by clicking on a house
6. Computer checks if time limit is up
7. Computer checks if the given move is valid or not
8. If valid move is executed
9. User is allowed 3 invalid moves
10. User sees the new state of the board
11. The program checks if anybody has won
12. The program checks if player or computer should play again.
13. Player/Computer plays
14. If Computer, then Calls the utility function
15. If Player again lets the user enter new move, Calls the board evaluation function.
16. Utility Evaluation function has the numerical value to the state assign
17. The program has a basic min-max tree set up that checks all the valid moves

Task Assignment

1. User launches the program and sees a display message
    - Yerania Hernandez
    - Completed
2. User launches the program and can now also see a button that links to a tutorial/ Help button
    - Yerania Hernandez
    - Completed
3. User chooses his name with a text box input
    - Yerania Hernandez
    - Completed
4. User redirected to a new screen which starts the game and displays the current board
    - Yerania Hernandez
    - Completed
5. User enters a move by clicking on a house
    - Karl Lawson
    - Completed
6. Computer checks if time limit is up
    - Karl Lawson
    - Completed
7. Computer checks if the given move is valid or not
    - Karl Lawson
    - Completed
8. If valid move, it is executed
    - Karl Lawson
    - Completed
9. User is allowed 3 invalid moves
    - Karl Lawson
    - Completed
10. User sees the new state of the board
    - Yerania Hernandez
    - Completed
11. The program checks if anybody has won
    - Yerania Hernandez
    - Completed
12. The program checks if player or computer should play again.
    - Yerania Hernandez
    - Completed
13. Player/Computer plays
    - Karl Lawson
    - Completed
14. If Computer, then Calls the utility function
    - Sneha
    - Completed
15. If Player again lets the user enter new move, Calls the board evaluation function.

- Sneha
- Completed

16. Utility Evaluation function has the numerical value to the state assign.
    - Sneha
    - Completed
17. The program has a basic min-max tree set up that checks all the valid moves
    - Sneha
    - Completed

SCRUM Meetings

Our meetings will be held at the following times along with our backlog updates:

1. Sprint 1 Backlog: 3/10/2017
2. Scrum Meeting 1: 3/13/2017
3. Sprint 1 Backlog Update: 3/14/2017
4. Scrum Meeting 2: 3/15/2017
5. Sprint 1 Backlog Update: 3/16/2017
6. Scrum Meeting 3: 3/17/2017
7. Sprint 1 Backlog Update: 3/19/2017
8. Scrum Meeting 4: 3/20/2017
9. Sprint 1 Completion: 3/21/2017
10. Sprint 1 Retrospective: 3/22/2017