**Master Overview of Tasks**

1. Group and add descriptions into to Scrummy (Solum)
2. Add readme file links to GitHub
   1. Program description
   2. Domain diagram (drew it with UMLET 13.2. Violet too primitive.)
   3. SS diagram
   4. Glossary
   5. UML class
   6. UML sequence
   7. Environment set up (tool descriptions)
   8. Java docs
   9. User documentation
      1. how to play
      2. how to mod maps
      3. how to add a.i. modules
3. Directory Structure
4. Domain diagram
5. Glossary started
6. User Case / User Stories
7. System sequence diagrams.
8. Initial Design
   1. Pattern safari – look for patterns we can use
   2. UML Class Diagrams
   3. Sequence Diagrams
9. Environment (i.e. tools) on computers set up (Solum's machine 1st)
   1. Bugzilla (or some bug tracking procedure)
   2. JUnit
   3. JRE
   4. Ant
10. Planning Poker numbers levied (noted on scrummy)
11. Prototype worrisome (e.g. adding ai modules)
12. Piece in a few simple "leaf" classes.
13. Core classes added
    1. Command line menu stuff
    2. Interfaces added
    3. Other core design patterns
14. Divvy up some classes. Write our own tests for our own classes. TDD!
15. System test -- play the game, look for bugs, easy improvements
16. AI modules
17. User install test
18. Buddy bait for an AI module