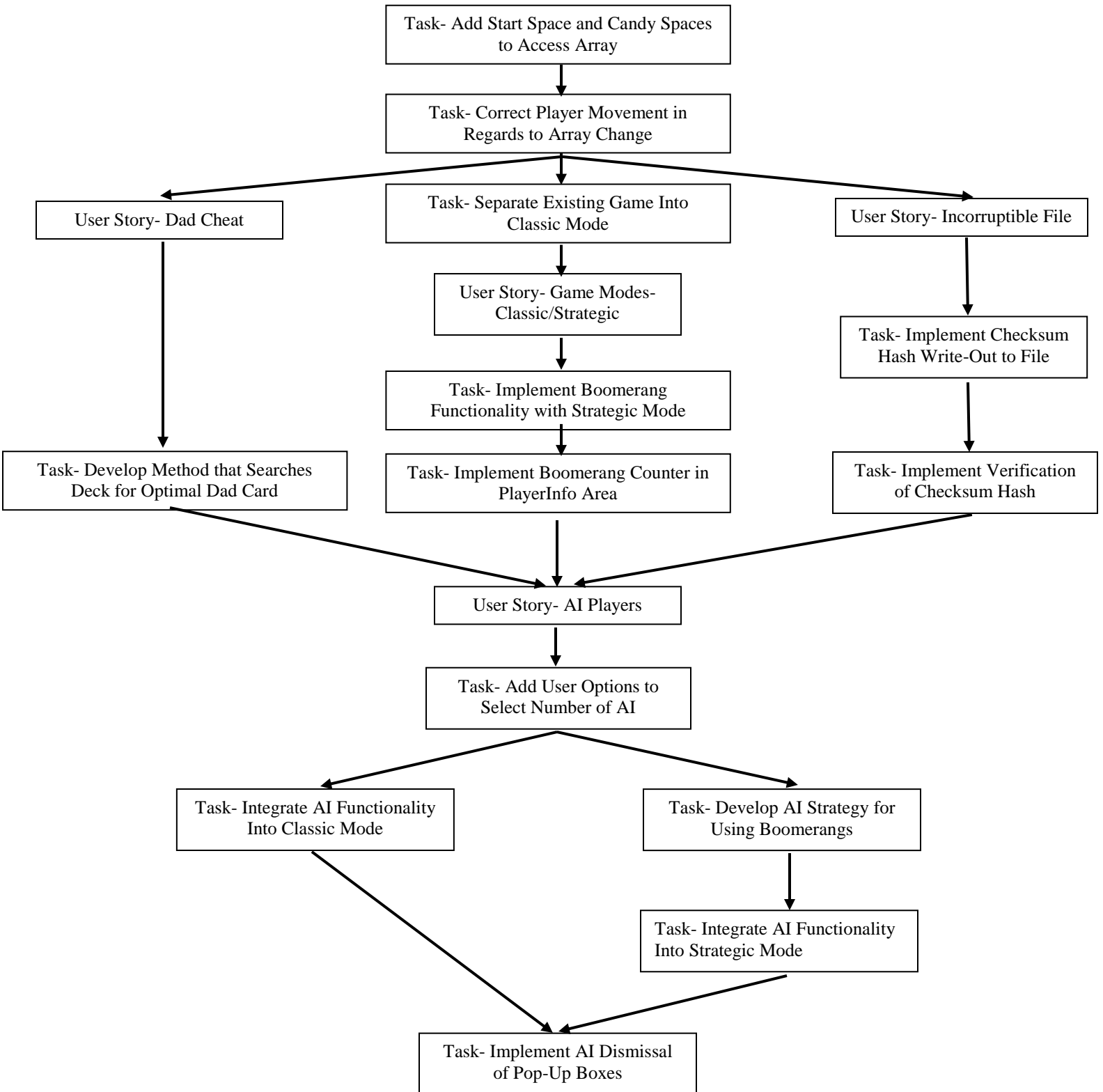


SennottSquareSUPERCoders

Final- Task Network



SennottSquareSUPERCoders

Final- Task Network

<u>Tasks</u>	<u>Story Points</u>	<u>Worked on By</u>
Add Start Space and Candy Spaces to Access Array	2	Kevin
Correct Player Movement in Regards to Array Change	2	Kevin, Leonard
Separate Existing Game Into Classic Mode	2	Brandon
Develop Method that Searches Deck for Optimal Dad Card	4	Leonard
Implement Boomerang Functionality with Strategic Mode	4	Brandon, Leonard
Implement Boomerang Counter in PlayerInfo Area	4	Kevin
Implement Checksum Hash Write-Out to File	4	Zachary
Implement Verification of Checksum Hash	4	Zachary
Add User Options to Select Number of AI	2	Kevin
Integrate AI Functionality Into Classic Mode	2	Brandon
Develop AI Strategy for Using Boomerangs	2	Brandon, Leonard
Integrate AI Functionality Into Strategic Mode	4	Brandon, Leonard
Implement AI Dismissal of Pop-Up Boxes	4	Brandon, Kevin, Leonard, Zachary
<u>User Stories</u>		
Game Modes- Classic/Strategic	4	Brandon, Kevin, Leonard
Dad Cheat	4	Leonard
Incorruptible File	4	Zachary
AI Players	8	Brandon, Kevin, Leonard, Zachary