

Task:	Group Member:	Time Estimate:	Priority	Difficulty	Comments/Questions:	Complete?	Due Date:
Set up code with methods placed	Matthew	1 hour	1	easy	Creating Methods (not filling in code but providing returns and argument)	<input checked="" type="checkbox"/>	9/19
Add AI selection Menu:	Matthew				set some variable to change which methods are being called during the game	<input checked="" type="checkbox"/>	9/19
AI ship placement (same for all three difficulties)	Matthew				random (method called anytime AI is playing)	<input checked="" type="checkbox"/>	9/19
Easy AI Turn Method	Manvir	1 hour	2	easy	Random Shots	<input checked="" type="checkbox"/>	9/22
Medium AI Turn Method	Magaly	1 hour		hard	Random Shots follow by checking around hits	<input checked="" type="checkbox"/>	9/23
Hard AI Turn Method	Mariam	1 hour		medium	Hits correct spaces always	<input checked="" type="checkbox"/>	9/22
Scoreboard/Leaderboard (UML Diagram, Contacting GTA)	Shravya/Mariam	1 hour	3	easy	(scoreboard and if turned down add leaderboard)	<input checked="" type="checkbox"/>	9/22
Scoreboard/Leaderboard (Bonus Task, Implementation)	Shravya		4	hard	Scoreboard that displays how many ships are hit for both players	<input checked="" type="checkbox"/>	9/23
Documentation	Everyone	1 hour	5	easy	Code comments and doxygen generated documentation	<input checked="" type="checkbox"/>	As we go
Final Meeting to test	Everyone	1 hour	6	easy	Meet on Discord 7pm	<input checked="" type="checkbox"/>	9/26