Tag: GUI Design   Priority: 1

Description:

Design whole application GUI. Present to other team members.

Notes: Estimate: 2H

On paper or in Photoshop

WHO	TASK	ESTIMATE
SANO	TBA	**0H**
SAMO	TBA	**0H**

Tag: GUI Programming – Main Menu basic   Priority: 1

Description:
   Main menu should consist of "New Game", "Load Game" and "Exit" buttons

Notes: Estimate: 3H

WHO	TASK	ESTIMATE
SANO	TBA	**0H**
SAMO	TBA	**0H**

Tag: GUI Programming – Main Menu pop-ups   **Priority: 2**

Description:

When "New Game" is selected, pop-up window will appear, showing new game settings.
When "Load Game" is selected, file dialog will show.

Notes: Estimate: 4h

New game settings should include:
- Game size slider
- Radio button switch for numbered/image tiles
- Image selection button

WHO	TASK	ESTIMATE
SANO	TBA	**0H**
SAMO	TBA	**0H**

Tag: GUI Programming – Game Screen   Priority: 1

Description:
    Game screen should contain:
    - place with game tiles
    - "Save Game", "Exit" buttons.
    - Place with game statistics (moves took, time elapsed)

Notes: Estimate: 4h

WHO	TASK	ESTIMATE
SANO	TBA	**0H**
SAMO	TBA	**0H**

Tag: Controller – Event handling (mouse)   Priority: 2

Description:

   User can click on tile, which will switch it's position with empty tile if possibru.

Notes: Estimate: 3h

   Tasks will be planned after initial GUI implementation is known.

WHO	TASK	ESTIMATE
MARTIN	TBA	**0H**
FILIP	TBA	**0H**

Tag: Controller – Event handling (buttons)   Priority: 2

Description:
   Controller will call appropriate engine/renderer functions when buttons are pressed.

Notes: Estimate: 4h

WHO	TASK	ESTIMATE
MARTIN	TBA	**0H**
FILIP	TBA	**0H**

Tag: Controller - foundation   Priority: 1

Description:
   Controller will have instance of Engine and Renderer and will initialize them properly on
   start.

Notes: Estimate: 2h

WHO	TASK	ESTIMATE
FILIP	Create basic controller skeleton (javaFX main class)	**0.1H**

Tag: Engine – Save and Load game   Priority: 3

Description:
    User will be able to save a game while playing.
    User will be able to load game while in menu.

Notes: Estimate: 5h

WHO	TASK	ESTIMATE
MATUS	TBA	**0H**
TOMAS	TBA	**0H**