**Sprint 3 Backlog**

Make sure initial game board is valid – Easy

Create button/function to start and restart game – Mid

User input box – Easy

User enters a move by inputting board positions – Mid

Track whose turn it is – Easy

Display whose turn it is – Easy

Check if maximum number of moves has been reached – Mid

Computer can randomly select a valid move – Mid

Board evaluation function determines winner/loser – Easy

Allow diagonal and forward movement – Hard

Disallow pieces to move to a spot with a piece in it – Mid

Captures 2 different ways – Hard

Allow to move only if cannot capture – Hard

\*Change board size – Hard

Only allow users to effect pieces they control – Easy

Easy 30 min - 1 hour

Mid 1- 2 hours

Hard 3-4 hours

Total Hours: 28