BACKLOG ITEMS

ID	Description
#0001	Write prototype justification paper
#0002	Write individual FR documents
#0003	Use Delphi method to create two-person FR documents
#0004	Use Delphi method to create team FR document
#0005	Create class diagram
#0006	Implement Façade pattern
#0007	Refactor to encourage loose coupling and high cohesion
#0008	Refactor memory class to be able to handle 100 or 1000 locations
#0009	Redesign GUI to handle 100 or 1000 memory locations
#0010	ALU – handle exponentiation calculations
#0011	ALU – handle remainder calculations
#0012	Processor – handle exponentiation instructions
#0013	Processor – handle remainder instructions
#0014	Processor – handle increased memory size
#0015	Redesign GUI to be more user-friendly
#0016	Refactor processor to work with multi-program processing
#0017	Refactor GUI to work with multi-program processing
#0018	Create scheduler class to create and manage multiple processors
#0019	Add breakpoint functionality to GUI
#0020	Add breakpoint functionality to memory class
#0021	Add breakpoint functionality to processor
#0022	Add continue functionality to GUI
#0023	Add continue functionality to processor
#0024	Add "Stop" functionality to GUI (stops the execution of all programs)
#0025	Update use case diagram
#0026	Document issues on Gogs server
#0027	Create meeting log document
#0028	Create backlogs/sprints document
#0029	Add lock functionality to GUI I/O functions
#0030	Add lock functionality to memory class
#0031	Add settings file in project to keep track of user preferences
#0032	Add dialog to GUI for user preferences
#0033	Update GUI when user preferences are modified
#0034	Add functionality to "Load Instructions" GUI dialog so that instructions can be loaded into specified locations in memory
#0035	Processor – implement branch-related addressing
#0036	Update README file

SPRINT 1: 03/09/2018 – 03/16/2018

Task ID	State	Owner	Description
#0002	In Progress	Riley	Write individual FR documents
#0002	In Progress	Caiden	Write individual FR documents
#0002	In Progress	Brad	Write individual FR documents
#0002	In Progress	Emily	Write individual FR documents
#0001	In Progress	Brad	Write prototype justification paper
#0005	In Progress	Brad	Create class diagram
#0007	In Progress	Caiden	Refactor to encourage loose coupling and…
#0007	In Progress	Emily	Refactor to encourage loose coupling and…
#0007	In Progress	Brad	Refactor to encourage loose coupling and…
#0026	In Progress	Riley	Document issues on Gogs server
#0006	In Progress	Emily	Implement Façade pattern
#0006	In Progress	Brad	Implement Façade pattern
#0006	In Progress	Caiden	Implement Façade pattern
#0009	In Progress	Emily	Redesign GUI to handle 100 or 1000 memory…
#0012	In Progress	Caiden	Processor – handle exponentiation instructions
#0013	In Progress	Caiden	Processor – handle remainder instructions
#0014	In Progress	Caiden	Processor – handle increased memory size

SPRINT 2: 03/16/2018 – 03/30/2018

Task ID	State	Owner	Description
#0002	Complete	Emily	Write individual FR documents
#0005	Complete	Brad	Create class diagram
#0006	Complete	Emily	Implement Façade pattern
#0006	Complete	Brad	Implement Façade pattern
#0006	Complete	Caiden	Implement Façade pattern
#0009	Complete	Emily	Redesign GUI to handle 100 or 1000 memory…
#0012	Complete	Caiden	Processor – handle exponentiation instructions
#0013	Complete	Caiden	Processor – handle remainder instructions
#0014	Complete	Caiden	Processor – handle increased memory size
#0002	In Progress	Riley	Write individual FR documents
#0002	In Progress	Caiden	Write individual FR documents
#0002	In Progress	Brad	Write individual FR documents
#0001	In progress	Brad	Prototype justification paper
#0007	In Progress	Caiden	Refactor to encourage loose coupling and…
#0007	In Progress	Emily	Refactor to encourage loose coupling and…
#0007	In Progress	Brad	Refactor to encourage loose coupling and…
#0026	In Progress	Riley	Document issues on Gogs server
#0025	In Progress	Brad	Update use case diagram
#0018	In Progress	Caiden	Create scheduler class to create and manage…
#0015	In Progress	Emily	Redesign GUI to be more user-friendly
#0010	In Progress	Brad	ALU – handle exponentiation calculations
#0011	In Progress	Brad	ALU – handle remainder calculations
#0029	In Progress	Emily	Add lock functionality to GUI I/O functions
#0016	In Progress	Caiden	Refactor processor to work with multi-program…
#0017	In Progress	Emily	Refactor GUI to work with multi-program processing
#0019	In Progress	Emily	Add breakpoint functionality to GUI
#0021	In Progress	Caiden	Add breakpoint functionality to processor
#0022	In Progress	Emily	Add continue functionality to GUI
#0023	In Progress	Caiden	Add continue functionality to processor
#0024	In Progress	Emily	Add "Stop" functionality to GUI (stops the execution…

SPRINT 3: 03/30/2018 – 04/06/2018

Task ID	State	Owner	Description
#0002	Complete	Riley	Write individual FR documents
#0002	Complete	Caiden	Write individual FR documents
#0002	Complete	Brad	Write individual FR documents
#0026	Complete	Riley	Document issues on Gogs server
#0025	Complete	Brad	Update use case diagram
#0018	Complete	Caiden	Create scheduler class to create and manage…
#0015	Complete	Emily	Redesign GUI to be more user-friendly
#0010	Complete	Brad	ALU – handle exponentiation calculations
#0011	Complete	Brad	ALU – handle remainder calculations
#0029	Complete	Emily	Add lock functionality to GUI I/O functions
#0016	Complete	Caiden	Refactor processor to work with multi-program…
#0017	Complete	Emily	Refactor GUI to work with multi-program processing
#0019	Complete	Emily	Add breakpoint functionality to GUI
#0021	Complete	Caiden	Add breakpoint functionality to processor
#0022	Complete	Emily	Add continue functionality to GUI
#0023	Complete	Caiden	Add continue functionality to processor
#0024	Complete	Emily	Add "Stop" functionality to GUI (stops the execution…
#0001	In Progress	Brad	Prototype justification paper
#0007	In Progress	Caiden	Refactor to encourage loose coupling and…
#0007	In Progress	Emily	Refactor to encourage loose coupling and…
#0007	In Progress	Brad	Refactor to encourage loose coupling and…
#0030	In Progress	Riley	Add lock functionality to memory class
#0020	In Progress	Riley	Add breakpoint functionality to memory class
#0008	In Progress	Riley	Refactor memory class to be able to handle 100 or…
#0003	In Progress	Emily	Use Delphi method to create two-person FR…
#0003	In Progress	Brad	Use Delphi method to create two-person FR…
#0003	In Progress	Caiden	Use Delphi method to create two-person FR…
#0003	In Progress	Riley	Use Delphi method to create two-person FR…
#0004	In Progress	Brad	Use Delphi method to create team FR document
#0004	In Progress	Caiden	Use Delphi method to create team FR document
#0004	In Progress	Riley	Use Delphi method to create team FR document
#0004	In Progress	Emily	Use Delphi method to create team FR document
#0035	In Progress	Caiden	Processor – implement branch-related addressing
#0027	In Progress	Emily	Create meeting log document
#0028	In Progress	Emily	Create backlogs/sprints document
#0031	In Progress	Brad	Add settings file in project to keep track of user…
#0032	In Progress	Emily	Add dialog to GUI for user preferences
#0033	In Progress	Emily	Update GUI when user preferences are modified
#0034	In Progress	Emily	Add functionality to "Load Instructions" GUI dialog…
#0036	In Progress	Brad	Update README file

SPRINT 3: 04/06/2018 – 04/09/2018

Task ID	State	Owner	Description
#0001	Complete	Brad	Prototype justification paper
#0007	Complete	Caiden	Refactor to encourage loose coupling and…
#0007	Complete	Emily	Refactor to encourage loose coupling and…
#0007	Complete	Brad	Refactor to encourage loose coupling and…
#0030	Complete	Riley	Add lock functionality to memory class
#0020	Complete	Riley	Add breakpoint functionality to memory class
#0008	Complete	Riley	Refactor memory class to be able to handle 100 or…
#0003	Complete	Emily	Use Delphi method to create two-person FR…
#0003	Complete	Brad	Use Delphi method to create two-person FR…
#0003	Complete	Caiden	Use Delphi method to create two-person FR…
#0003	Complete	Riley	Use Delphi method to create two-person FR…
#0004	Complete	Brad	Use Delphi method to create team FR document
#0004	Complete	Caiden	Use Delphi method to create team FR document
#0004	Complete	Riley	Use Delphi method to create team FR document
#0004	Complete	Emily	Use Delphi method to create team FR document
#0035	Complete	Caiden	Processor – implement branch-related addressing
#0027	Complete	Emily	Create meeting log document
#0028	Complete	Emily	Create backlogs/sprints document
#0031	Complete	Brad	Add settings file in project to keep track of user…
#0032	Complete	Emily	Add dialog to GUI for user preferences
#0033	Complete	Emily	Update GUI when user preferences are modified
#0034	Complete	Emily	Add functionality to "Load Instructions" GUI dialog…
#0036	Complete	Brad	Update README file