Project Plan - COMP20050

Sprint	*Features*
1	*a)* Implementation of the gameboard *b)* A.I algorithm for randomly choosing the atoms positions. Ideally the A.I will be trained to pick more complex patterns. *c)* Option for developers to check if the coordinates of the atoms have been correctly stored. GUI check included (button revealing the position of the atoms). *Note: This option is purely used for testing purposes. Won't be available during the game.*
2	a) Implementation of the rays following simple paths such as: - no atom - direct hit - 60 degrees deflection b) Option to display the result of a *ray* (display of the markers). I.e.: absorbed, reflected etc
3	a) Implementation of the rays following more complex paths such as: - 120 degrees deflection - 180 degrees deflection (reflection) - more complex paths involving >2 atoms. b) Implementation of atoms at the edge of the board game. c) When all paths have been solved, a score system needs to be implemented.
4	a) A feature allowing the experimenter to end the round providing the hypothesised position of the atoms. b) A feature allowing the 2 users to see the final result of the game and the original position of the atoms.