

| Sprint 1 | User Story | Task | Estimated Time (hr) | Assigned | Day 0 | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 | Day 6 |
|----------|---|---|---------------------|---------------|-------|-------|-------|-------|-------|-------|-------|
| | See a Title Screen on startup | Set up Initial MVC Classes | 3 | AK | 3 | 1 | 0 | 0 | 0 | 0 | 0 |
| | | Design the Initial Display Screen | 1 | PJ | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| | | Create the Start Game Button | 1 | PJ | 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| | Start a new Game | Design the Start Game Dialog | 1 | PJ | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| | | Initial work on controller, bring up start Game Dialog from main window | 2 | DH | 2 | 1 | 1 | 1 | 0 | 0 | 0 |
| | | Create Territory class and instantiate territories | 4 | AK | 4 | 4 | 2 | 2 | 2 | 0 | 0 |
| | See the options I have during a turn | Add attack, move, risk cards, and end turn buttons to GUI | 1 | PJ | 1 | 1 | 1 | 1 | 1 | 0 | 0 |
| | Display options regarding the name of players | Add text boxes to select the names of players | 1 | DH | 1 | 1 | 1 | 1 | 1 | 0 | 0 |
| | Select number of Human and AI players | Create initial Human and AI player Classes | 2 | DH | 2 | 1 | 0 | 0 | 0 | 0 | 0 |
| | Display the game board | Display the Game Board in the main window | 1 | PJ | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| | | | | Burndown: Est | 17 | 12 | 7 | 5 | 4 | 0 | 0 |
| | | | | Burndown | 17 | 14.2 | 11.3 | 8.5 | 5.7 | 2.8 | 0 |

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| Sprint 2 | Display the game board | Place army icons on each territory | 2 | PJ | 2 | 0 | 0 | 0 | 0 | 0 | 0 |
| | | Place army counters on each territory | 2 | PJ | 2 | 2 | 0 | 0 | 0 | 0 | 0 |
| | Select the number of players for a game | Design num player selection dialog | 1 | DH | 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| | | Enable and Disable Name fields based on num players | 1 | DH | 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| | See the number of armies on the board | Code territories to keep track of number of armies in them | 1 | PJ | 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| | | Update counters in the view with the army number in each Territory | 1 | PJ | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| | | Update the army Icon to match the color of the owner | 1 | PJ | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| | Know what the turn order will be for the game | Create Players based on entered names | 1 | DH | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| | | Set up Player List in model | 1 | DH | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| | See the turn order and what player is currently playing | Communiatie Player list in model to the View | 1 | DH | 1 | 1 | 1 | 1 | 1 | 0 | 0 |
| | | Set up Icon to represent current turn | 1 | DH | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| | Receive armies each turn | Calculate number of new armies for each player each turn | 1 | AK | 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| | | Reflect num armies in View | 1 | AK | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| | Fortify my territories with armies I receive | Create buttons for each territory | 2 | PJ | 2 | 2 | 2 | 2 | 2 | 0 | 0 |
| | | Code buttons for use in placing armies on territories | 2 | PJ | 2 | 2 | 2 | 2 | 2 | 0 | 0 |
| | | Update player's number of armies when armies are placed | 1 | PJ | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| | Burndown: Est | | | | 20 | 18 | 12 | 10 | 6 | 1 | 0 |
| | Burndown | | | | 20 | 16.7 | 13.3 | 10 | 6.7 | 3.3 | 0 |

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| Sprint 3 | Roll dice for combat | Determine number of dice to roll from armies involved in attack | 1 | DH | 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| | | Randomly generate results of roll | 1 | DH | 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| | | Sort and compare dice to determine losses | 1 | DH | 1 | 1 | 1 | 1 | 1 | 0 | 0 |
| | | Communicate losses to territories | 1 | DH | 1 | 1 | 1 | 1 | 1 | 0 | 0 |
| | Attack enemy territories | Code territory buttons for use in attacks | 2 | AK | 2 | 2 | 2 | 2 | 0 | 0 | 0 |
| | | Ask the attacker how many armies to use | 1 | AK | 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| | | Determine attackable territories from a given territory | 2 | AK | 2 | 2 | 2 | 2 | 1 | 0 | 0 |
| | | Remove losses from attacking territory | 1 | AK | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Defend my territories from attack | Remove lost defender armies after attack | 1 | PJ | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Conquer territories in combat | Determine winner of each battle | 1 | PJ | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| | | Properly transfer ownership of territory from one player to another | 1 | PJ | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| | | Transfer attacking armies after conquer | 1 | PJ | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| | | Code buttons for use in transferring armies | 2 | DH | 2 | 2 | 2 | 2 | 1 | 0 | 0 |
| | Transfer armies between territories | Code dialog to select how many armies to transfer | 1 | DH | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| | | Determine which territories any given territory can transfer to | 2 | AK | 2 | 2 | 2 | 2 | 2 | 1 | 0 |
| | | Handle addition and removal of armies from territories involved in a transfer | 1 | AK | 1 | 1 | 1 | 1 | 1 | 0 | 0 |
| | | | Burndown: Est | 20 | 17 | 14 | 12 | 7 | 1 | 0 | |
| | | | Burndown | 20 | 16.7 | 13.3 | 10 | 6.7 | 3.3 | 0 | |

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| Sprint 4 | Acquire RISK cards from attacking territories | Code a Risk Card class | 1 | PJ | 1 | 1 | 0 | 0 | 0 | 0 | 0 | |
| | | Instantiate a deck of Risk Cards | 1 | PJ | 1 | 1 | 0 | 0 | 0 | 0 | 0 | |
| | | Give Risk card from deck to a player who has conquered a territory by the end of their turn | 1 | AK | 1 | 1 | 1 | 0 | 0 | 0 | 0 | |
| | Trade in my RISK cards for additional armies | Check to see if a player has a set of Risk cards they can trade in | 1 | AK | 1 | 1 | 1 | 1 | 0 | 0 | 0 | |
| | | Remove traded Risk Cards from hand and reshuffle them back into the deck | 1 | AK | 1 | 1 | 1 | 1 | 0 | 0 | 0 | |
| | | Add armies to a Player when Risk Cards are traded in | 1 | AK | 1 | 1 | 1 | 1 | 1 | 0 | 0 | |
| | | Keep track of the Risk Card bonus in the Model | 1 | AK | 1 | 1 | 1 | 1 | 0 | 0 | 0 | |
| | Play a full game against AI opponents | Code AI logic for selecting their first territory | 2 | DH | 2 | 2 | 2 | 2 | 2 | 0 | 0 | 0 |
| | | Code AI logic for claiming new territories in the setup phase | 2 | PJ | 2 | 2 | 2 | 2 | 0 | 0 | 0 | 0 |
| | | Code AI logic for Reinforcing territories in the setup phase | 1 | DH | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| | | Code AI logic for trading in Risk Cards | 1 | AK | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| | | Code AI logic for placing armies at the start of a turn | 1 | DH | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |
| | | Code AI logic for attacking enemy territories | 2 | DH | 2 | 2 | 2 | 2 | 2 | 0 | 0 | 0 |
| | | Code AI logic for transferring armies to useful locations | 1 | DH | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 |
| | | Check for eliminated players | 1 | DH | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | See a game over screen when a player has won the game | Check for when all but one player has been eliminated from the game | 1 | DH | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| | | Display a Game Over dialog box | 1 | AK | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| | | | | Burndown: Est | 20 | 19 | 16 | 13 | 5 | 2 | 0 | |
| | | | | Burndown | 20 | 16.7 | 13.3 | 10 | 6.7 | 3.3 | 0 | |