User Story	Task	Estimated Time (hr)	Assigned
See a Title Screen on startup	Set up Initial MVC Classes	3	AK
	Design the Initial Display Screen	1	PJ
	Create the Start Game Button	1	PJ
Start a new Game	Design the Start Game Dialog	1	PJ
	Initial work on controller, bring up start Game Dialog from main window	2	DH
	Create Territory class and instantiate territories	4	AK
Select the number of players for a game	Design num player selection dialog	1	DH
	Enable and Disable Name fields based on num players	1	DH
See the options I have during a turn	Add attack, move, risk cards, and end turn buttons to GUI	1	PJ
Display options regarding the name of players	Add text boxes to select the names of players	1	DH
Select number of Human and AI players	Create initial Human and AI player Classes	2	DH
Display the game board	Display the Game Board in the main window	1	PJ
	Place army icons on each territory	2	PJ
	Place army counters on each territory	2	PJ
See the number of armies on the board	Code territories to keep track of number of armies in them	1	PJ
	Update counters in the view with the army number in each Territory	1	PJ
	Update the army Icon to match the color of the owner	1	PJ
Know what the turn order will be for the game	Create Players based on entered names	1	DH
	Set up Player List in model	1	DH
See the turn order and what player is currently playing	Communiate Player list in model to the View	1	DH
	Set up Icon to represent current turn	1	DH
Receive armies each turn	Calculate number of new armies for each player each turn	1	AK
	Reflect num armies in View	1	AK
Fortify my territories with armies I receive	Create buttons for each territory	2	PJ
	Code buttons for use in placing armies on territories	2	PJ

	Update player's number of armies when armies are placed	1	PJ
Roll dice for combat	Determine number of dice to roll from armies involved in attack	1	DH
	Randomly generate results of roll	1	DH
	Sort and compare dice to determine losses	1	DH
	Communicate losses to territories	1	DH
Attack enemy territories	Code territory buttons for use in attacks	2	AK
	Ask the attacker how many armies to use	1	AK
	Determine attackable territories from a given territory	2	AK
	Remove losses from attacking territory	1	AK
Defend my territories from attack	Remove lost defender armies after attack	1	PJ
Conquer territories in combat	Determine winner of each battle	1	PJ
	Properly transfer ownership of territory from one player to another	1	PJ
	Transfer attacking armies after conquer	1	PJ
Transfer armies between territories	Code buttons for use in transferring armies	2	DH
	Code dialog to select how many armies to transfer	1	DH
	Determine which territories any given territory can transfer to	2	AK
	Handle addition and removal of armies from territories involved in a transfer	1	AK
Acquire RISK cards from attacking territories	Code a Risk Card class	1	PJ
	Instantiate a deck of Risk Cards	1	PJ
	Give Risk card from deck to a player who has conquered a territory by the end of their turn	1	AK
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
	Remove traded Risk Cards from hand and reshuffle them back into the deck	1	AK

	Add armies to a Player when Risk Cards are traded in	1	AK
	Keep track of the Risk Card bonus in the Model	1	AK
Play a full game against AI opponents	Code AI logic for selecting their first territory	2	DH
	Code AI logic for claiming new territories in the setup phase	2	PJ
	Code AI logic for Reinforcing territories in the setup phase	1	DH
	Code AI logic for trading in Risk Cards	1	AK
	Code AI logic for placing armies at the start of a turn	1	DH
	Code AI logic for attacking enemy territories	2	DH
	Code AI logic for transfering armies to useful locations	1	DH
See a game over screen when a player has won the game	Check for eliminated players	1	DH
	Check for when all but one player has been eliminated from the game	1	DH
	Display a Game Over dialog box	1	AK