CS 451 - Battle Boats

Joe Muoio, Cory Bergquist, Peter Liu, Michael Bonawitz, Kevin Zakszewski

Roles

Cory Bergquist - Administrator
Michael Bonawitz - Programmer
Peter Liu - UI Specialist
Joseph Muoio - Chief Architect
Kevin Zakszewski - Tester/Scribe

	_							Dec 29 - Jan 4 '14	Jan 5 - Jan 11 '14	Jan 12 - Jan 18 '14	Jan 19 - Jan 25 '14	Jan 26 - Feb 1 '14	Feb 2 - Feb 8 '14	Feb 9 - Fe	15'14	
	0	Name	Duration	Start	Finish	Predecessors	Resources			S S M T W T F						г
		□Project	25d	01/07/2014	02/10/2014											f
	✓	□ Sprint 1	6d	01/07/2014	01/14/2014											
3	✓	□ Requirements Analysis	6d	01/07/2014	01/14/2014				 							
4	₩.	Review Project Requirements	4d	01/07/2014	01/10/2014											
5	₩ ✓	Create Paper Prototype	3d	01/10/2014	01/14/2014											
6	₩~	Pitch to Customer	1d	01/14/2014	01/14/2014											
7	₩ </th <th>Project Sign-off</th> <th>1d</th> <th>01/14/2014</th> <th>01/14/2014</th> <th></th> <th></th> <th></th> <th></th> <th>◆ 01/14/2014</th> <th></th> <th></th> <th></th> <th></th> <th></th> <th></th>	Project Sign-off	1d	01/14/2014	01/14/2014					◆ 01/14/2014						
8		☐ Sprint 2	12d	01/16/2014	01/31/2014											
9		⊟Implementation	12d	01/16/2014	01/31/2014											
10		□ Implement Functioning UI	12d	01/16/2014	01/31/2014											
	1	Implement Menu UI	7d	01/16/2014	01/24/2014											
12	**	Implement Game UI	7d	01/23/2014	01/31/2014											
3	100	Implement Game Logic	7d	01/23/2014	01/31/2014											
4		⊟Implement AI	7d	01/23/2014	01/31/2014											
5	100	Random Move	7d	01/23/2014	01/31/2014											
6	100	Playable demo	1d	01/31/2014	01/31/2014								01/31/2014			
7		☐ Requirements Specifications	12d	01/16/2014	01/31/2014					—						
8	**	Document Specifications	12d	01/16/2014	01/31/2014											
9	100	Informal SRS Review	3d	01/23/2014	01/27/2014											
	1	Formal SRS Review	5d	01/27/2014	01/31/2014											
21	100	SRS Sign-off	1d	01/30/2014	01/30/2014							♦ 0:	//30/2014			
22		☐ Sprint 3	7d	01/31/2014	02/10/2014											
23		□Implementation	7d	01/31/2014	02/10/2014											
	100	Implement Save and Load	7d	01/31/2014	02/10/2014											
25	<u></u>	Intelligent Al	7d	01/31/2014	02/10/2014											
26		⊟Testing	7d	01/31/2014	02/10/2014											
		Unit Testing	7d	01/31/2014	02/10/2014											
28	100	Integration Testing	7d	01/31/2014	02/10/2014											

Battle Boats

New Game

Load Game

Exit

Load Game

Saved Game 12-25-13: 10:53

Saved Game 02

Saved Game 03

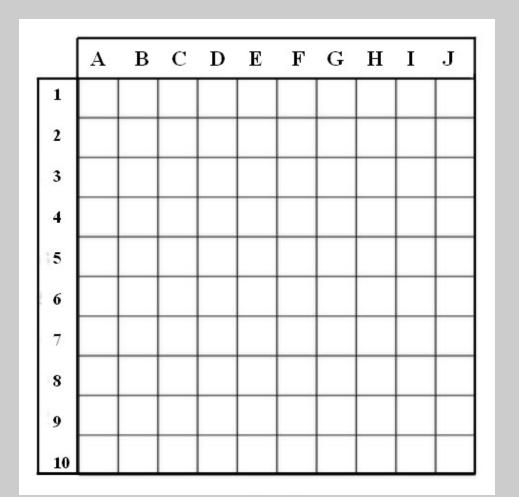
New Game

vs. Player

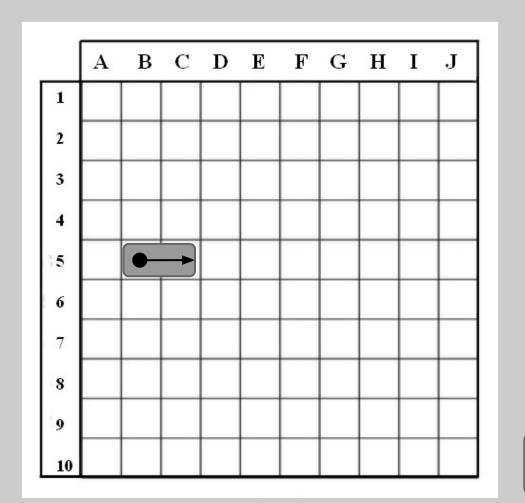
vs. Computer

Back

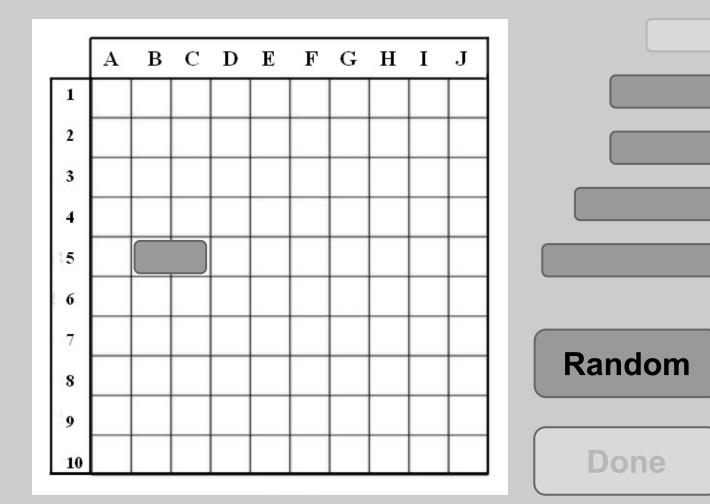
5 Ships Remain



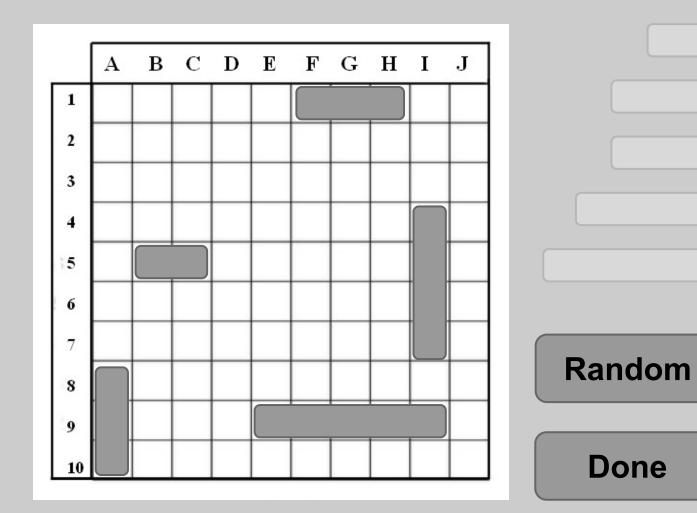
5 Ships Remain



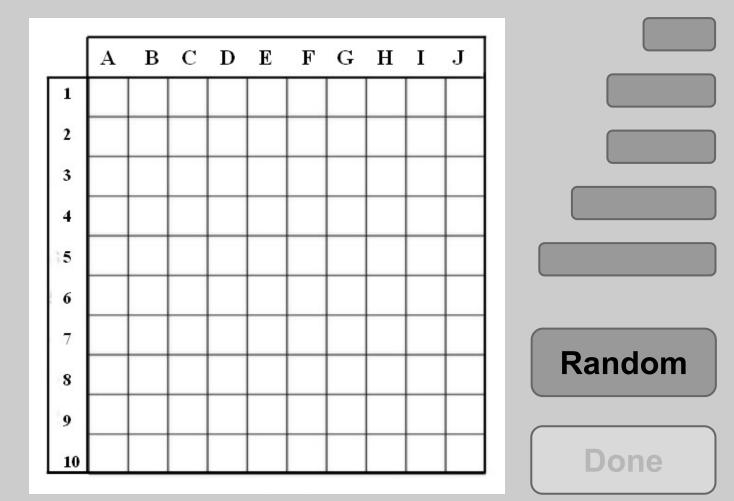
4 Ships Remain



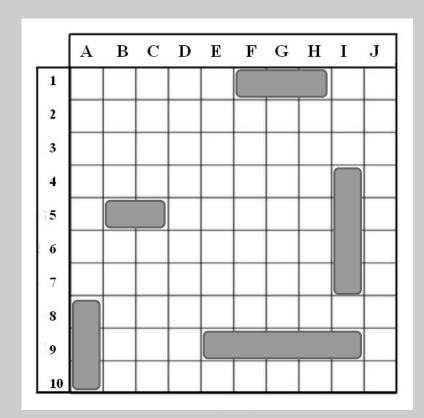
0 Ships Remain

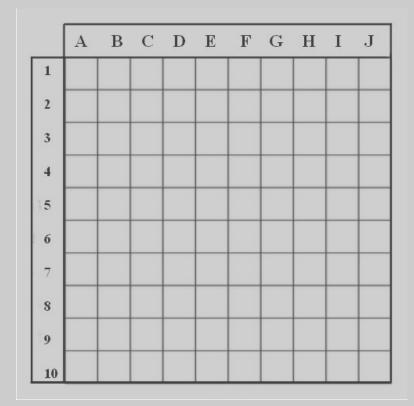


5 Ships Remain



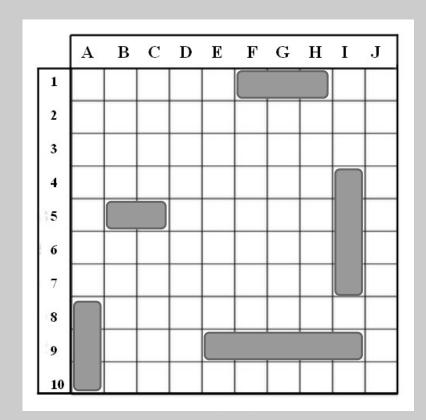
Player 1 turn Okay

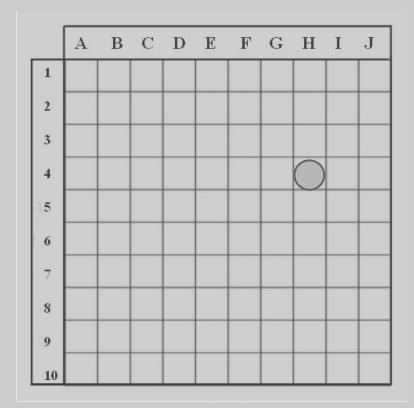




Surrender

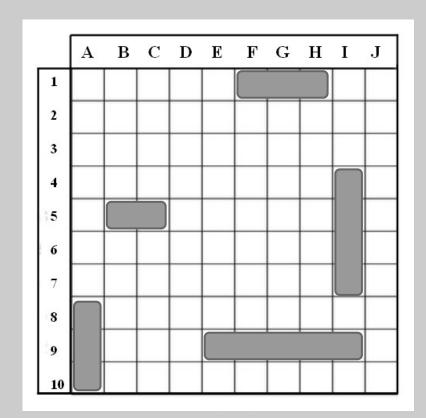
Save

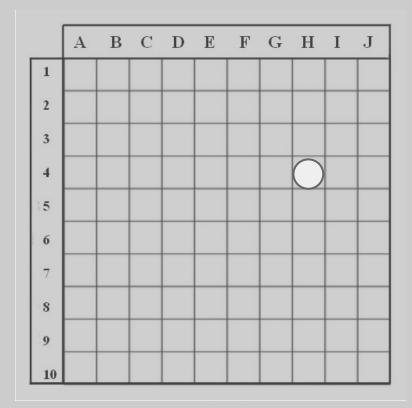




Surrender

Save





Surrender

Save

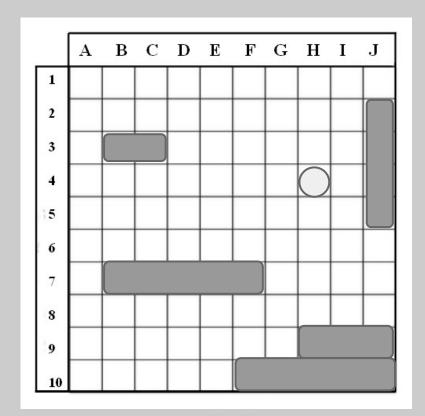
Player 2 turn Okay

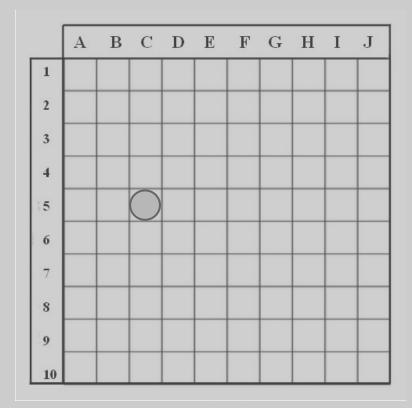
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	A	В	С	D	E	F	G	Н	I	J
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Surrender

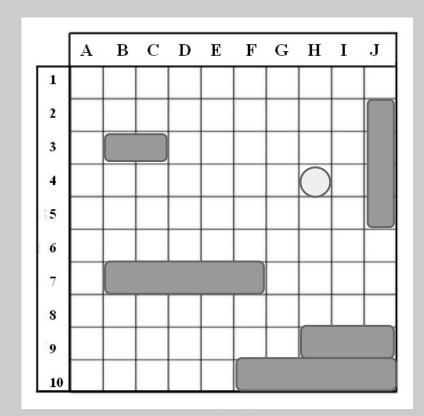
Save

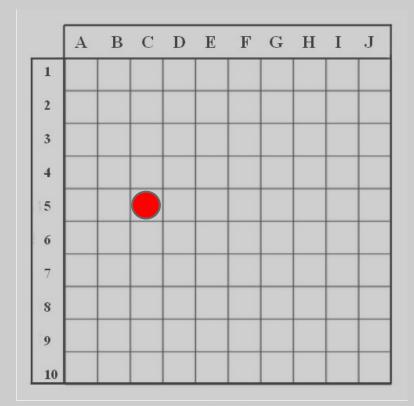




Surrender

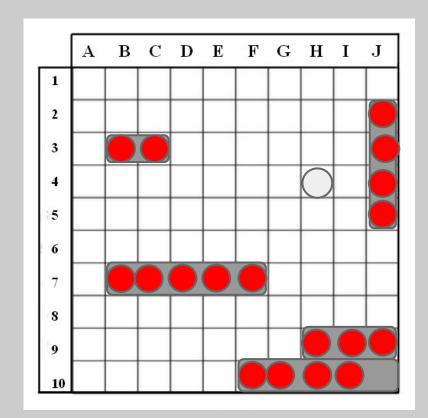
Save

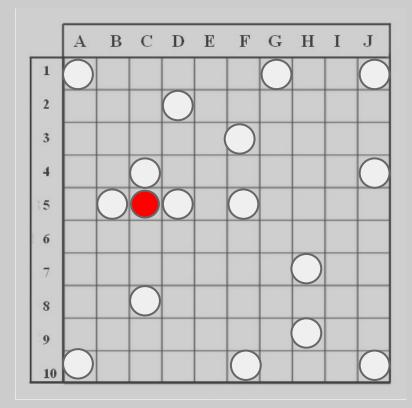




Surrender

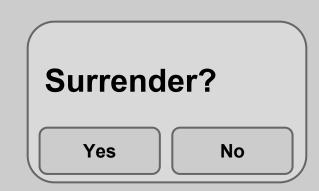
Save





Surrender

Save



Player 1 Wins!

Save Game

Overwrite: Saved Game 12-25-13: 10:53

New Saved Game

New Saved Game