User Stories and Prioritization

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1:

Title: Create Connect 4 app

Priority: 1

Units (Story Points): 30

Create the initial connect 4 game

2:

Title: Create MinMax algorithm

Priority: 1

Units (Story Points): 40

Add MinMax algorithm to connect 4 game to allow a player vs ai gameplay

3:

Title: Add algorithm to app

Priority: 2

Units (Story Points): 20

Intergrate connect 4 app and Minmax algorithm together.

4:

Title: Extra features

Priority: 3

Units (Story Points): 5

Add extra features to connect 4 game, 5 in a row, ai vs ai, color selector

5:

Title: Create webpage and add app to page

Priority: 3

Units (Story Points): 5

Create and design a webpage that will host and display the connect 4 game.

Iterations

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Hours per Unit: 1

Hours per Week: 20

\*\* Week 1:

Create connect 4 app (1)

Create MinMax algorithm (2)

\* Iteration 1:

\*\* Week 2:

Create MinMax algorithm (2)

Add algorithm to app (3)

\*\* Week 3:

Add algorithm to app (3)

Extra features (4)

\* Iteration 2:

\*\* Week 4:

Extra features (4)

Create webpage and add app to page (5)

\* Iteration final:

Breaking the Most Complex User Story into at Least 3 Tasks

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Create connect 4 app (1)

Task A: design gui

Designing the graphical interface that the user will interact with. This will collect the user inputs and what columns they are choosing to put the pieces in and spit out a graphical output of there selected move and or the computer-generated move.

Task B: create back end code

Create the behind the scene code that collects and processes the user inputs and correctly stores, processes, and outputs.

Task C: lay framework for minmax implementation

Create the initial player vs ai turn structure that will allow us to easily add the MinMax algorithm to our code.