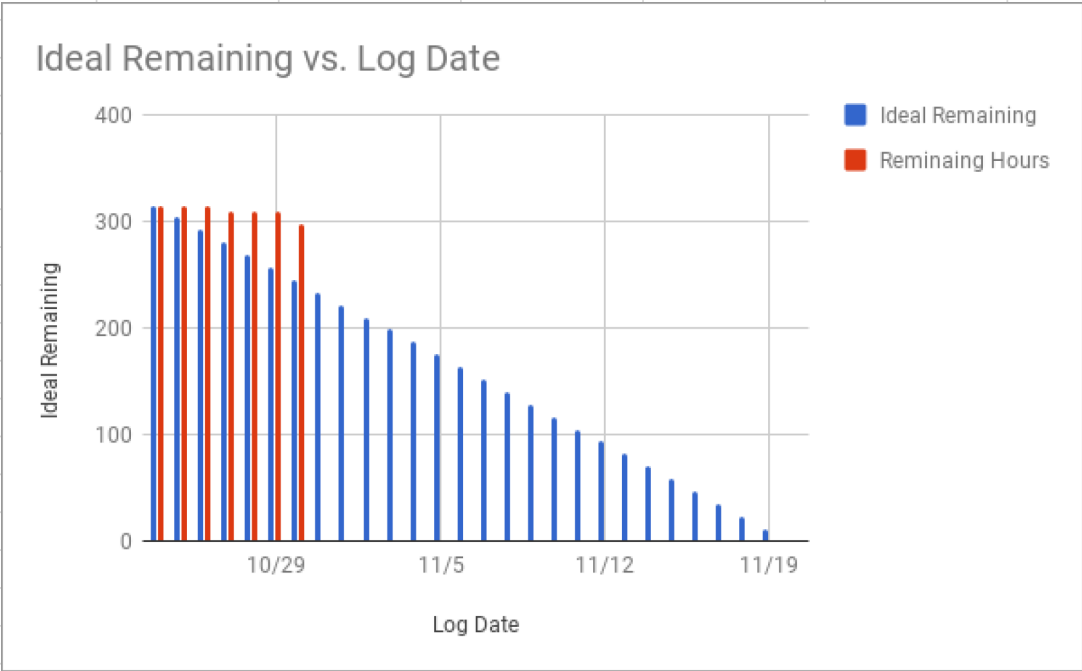


		Remaining Hours on Backlog Item	
Log Date	Client Function of Networking	Server Function	Total Hours Remaining
10/24	60	35	95
10/25	60	35	95
10/26	60	35	95
10/27	60	35	95
10/28	60	35	95
10/29	60	35	95
10/30	60	35	95
10/31			
11/1			
11/2			
11/3			
11/4			
11/5			
11/6			
11/7			
11/8			
11/9			
11/10			
11/11			
11/12			
11/13			
11/14			
11/15			
11/16			
11/17			
11/18			
11/19			
11/20			

Log Date	Min/Max Tree of AI	Remaining Hours on Backlog Item		Total Hours Remaining
		Alpha-Beta pruning	Iterative Deepening	
10/24	60	35	15	110
10/25	60	35	15	110
10/26	60	35	15	110
10/27	60	35	15	110
10/28	60	35	15	110
10/29	60	35	15	110
10/30				
10/31				
11/1				
11/2				
11/3				
11/4				
11/5				
11/6				
11/7				
11/8				
11/9				
11/10				
11/11				
11/12				
11/13				
11/14				
11/15				
11/16				
11/17				
11/18				
11/19				
11/20				

	Remaining Hours on Backlog Item			
Log Date	Send Function in Game Manager	Receive in Game Manager	Update Game State	Total Hours Remaining
10/24	60	35	15	110
10/25	60	35	15	110
10/26	60	35	15	110
10/27	60	35	9	104
10/28	60	35	9	104
10/29	60	35	9	104
10/30	52	34	7	93
10/31				
11/1				
11/2				
11/3				
11/4				
11/5				
11/6				
11/7				
11/8				
11/9				
11/10				
11/11				
11/12				
11/13				
11/14				
11/15				
11/16				
11/17				
11/18				
11/19				
11/20				

Log Date	Reminaing Hours	Ideal Remaining						
10/24	315	315						
10/25	315	303.33						
10/26	315	291.66						
10/27	309	279.99						
10/28	309	268.32						
10/29	309	256.65						
10/30	298	244.98						
10/31		233.31						
11/1		221.64						
11/2		209.97						
11/3		198.3						
11/4		186.63						
11/5		174.96						
11/6		163.29						
11/7		151.62						
11/8		139.95						
11/9		128.28						
11/10		116.61						
11/11		104.94						
11/12		93.27						
11/13		81.6						
11/14		69.93						
11/15		58.26						
11/16		46.59						
11/17		34.92						
11/18		23.25						
11/19		11.58						
11/20		0						



		Product Backlog			
GUI:					
	Buttons for pits, labeled with number of seeds it has				
	Register and Update State				
	Update seed count when clicked				
	Add a pictural representation of seeds in the pits				
AI:					
	Random Moves				
	Test which move would be best for the immediate bound				
	Look 3 moves ahead				
	Look 10 moves ahead				
	Always Win				
	Min/Max Tree AI				
Project Manager					
	Hold board info (how many seeds are in what pit?)			done	
	Call on AI for input			kindish done	
	Call on user for input			kindish done	
	Check for valid moves			kindish done	
	Determine Winner				
	Client-Server Model			Not Required Yet for Sprint 1	
Sprint 1:					
	1) Call User/AI for input				
	2) Hold board info				
	3)Update the Bound				
	4)Check for valid moves				
	5)Determine Winner				
	6) AI that does random moves				