

Task Board for Sprint 1: 11/2 - 11/4								
Priority	ID	User Story	Priority	Assigned To	To Do	In Progress	Testing	Done
	15	As a user, I want a background so that my game has a base to run on.		John				Title: Create MVC Description: create the model, view, controller classes
				John				Title: Create base pane Description: Create a pane within the controller
				John				Title: Connect MVC Description: Connect base pane and create main class
	1	As a user, I want to move the Frog so that I can make it to the other side.		Sam				Title: Create Frog Description: Create a square object that can be moved around the screen
				Sam				Title: Bound the Frog to the Screen Description: Handle the cases where the Frog may move off the screen
				Grace/John				Title: Bind keys Description: Update the location of the square (frog) when the arrow keys are pressed

Task Board for Sprint 2: 11/4 - 11/9								
Priority	ID	User Story	Priority	Assigned To	To Do	In Progress	Testing	Done
High	3	As a user, I want cars to move across the screen so that there is something to avoid when moving across the road.	High	Sam				Title: Create car object Description: Create a rectangle to represent a car
			High	John				Title: Animate car Description: Have one car move horizontally across the screen
			Medium	Sam				Title: Add cars Description: Have multiple cars move across the screen at varying times/locations
Medium			High	Grace				Title: Create Frog Object Description: Creating a frog object that has a picture and a location associated with it

	16	As a user, I want the frog to look like a frog so that it is more realistic.						Title: Change orientation of Frog Description: As the frog changes direction, the orientation of the picture changes
								Title: Refactor Bounds Description: Refactor bounds to call frog position

Task Board for Sprint 3: 11/9 - 11/13								
Priority	ID	User Story	Priority	Assigned To	To Do	In Progress	Testing	Done
Yellow	17	As a user, I want the frog to only have to worry about cars in one lane.	Yellow	Sam				Title: Create uniform size and step size Description: Make frog, cars, etc all the same y size and make y translate the same as y size
			Yellow	Sam				Title: Add Padding Description: Add padding in between paths
Red	18	As as user, I want the cars to be spaced well.	Red	John				Title: Hard code car delay times Description: Set the cars to have a certain time interval between each other
			Green	Sam				Title: Fix car pictures Description: Make sure the Cars are facing the correct directions
			Yellow	John				Title: Make car animation smooth Description: Start cars and end cars off of screen

				John				Title: Fix pane size Description: Fix the size of the pane (min and max)
	7	As a user, I want logs and turtles to moves across the river so that my Frog has a path to safely cross.		Sam				Title: Create logs/turtles Description: Create log/turtles object classes
				Sam				Title: Animate logs and turles Description: Create paths for them to follow
				John				Title: Create multiple logs/turtles Description: Create multiple logs/turtles
				John			Title: Frog follows path Description: If the frog is on the log/turtle it moves with it	
				Grace			Title: Frog sinks in water Description: If the frog jumps off the l/t it will sink	

	8	As a user, I want to have multiple lives so that it isn't too difficult.		Grace				Title: Add limited num of lives Description: Limit number of times frog can start over at bottom of the screen
				Grace				Title: Exit screen Description: When the total number of lives are gone an exit screen will pop up, informing the user that they LOSE
				Grace				Title: Show user num of lives Description: In the bottom left corner there will be hearts representing the number of lives left. When the user loses a life, a heart will disappear

Task Board for Sprint 4: 11/13 - 11/16								
Priority	ID	User Story	Priority	Assigned To	To Do	In Progress	Testing	Done
	2	As a user, I want a high scores screen so that I can compare with my friends.		John				Title: Keep track of score Description: For the individual run, keep track of the score
				Grace				Title: Display Score to user Description: At the bottom of the screen, show the user their score
				Grace				Title: Keep track of scores Description: Keep a static array of the top scores for all runs of the game
				Grace				Title: Display top scores Description: When the user dies, display the top scores to the user and their score
	7	As a user, I want logs and turtles to moves across the river so that my Frog has a path to safely cross.		John/Sam				Title: Frog follows path Description: If the frog is on the log/turtle it moves with it

			Grace/Sam				Title: Frog sinks in water Description: If the frog jumps off the l/t it will sink
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Task Board for Sprint 5: 11/16 - 11/27								
Priority	ID	User Story	Priority	Assigned To	To Do	In Progress	Testing	Done
	14	As a user, I want the images to use sprites so that it looks more realistic.		John				Title: Add Background Description: Add in the background picture
				John				Title: work on car images Description: makes sure the cars dont all start at the same time
	11	As a user, I want a start screen so that I know when it will begin and which level I am choosing.		Sam				Title: Add Start Panel Description: Add start panel screen
				Sam				Title: Add in start button options Description: Add in buttons for single player or two player and level difficulty options (these buttons are not yet functional)
		As a user, I want the speed of the cars/laps/turtles		Sam/John				Title: New Level Description: When frog gets to top of screen, start a new level

	4	cars/logs/turtles to increase as the game goes on so that it increases in difficulty each level.		Sam/John				Title: Increase difficulty Description: Increase speed of cars and logs and turtles based on user selection in main menu
		Documentation		Grace				User Manual
				Grace				Powerpoint
				Grace				Design Manual

Task Board for Sprint 6: 11/28 - 12/2								
Note: this is a very informal task board becasue it is just wrapping up lose ends of the project								
Priority	ID	User Story	Priority	Assigned To	To Do	In Progress	Testing	Done
High	n/a	Documentation	High	Sam				Javadoc
			High	Sam				Comments? add in sources
			High	John				UML
			High	John/Grace				Use Case
			High	Grace/All				CRC Cards
			High	Grace				Design/User Manual- add in the new details since the last sprint
Medium	n/a	Refactoring	Medium	John				Magic Numbers
			Low	Sam				Inheritance?
High	n/a	Coding	High	John/Sam				Make game continue to go on until player loses all lives
			High	Sam				Sound
			High	John				Play again button
High	n/a	Presentation	High	Grace				Finish Powerpoint
			High	All				Practice