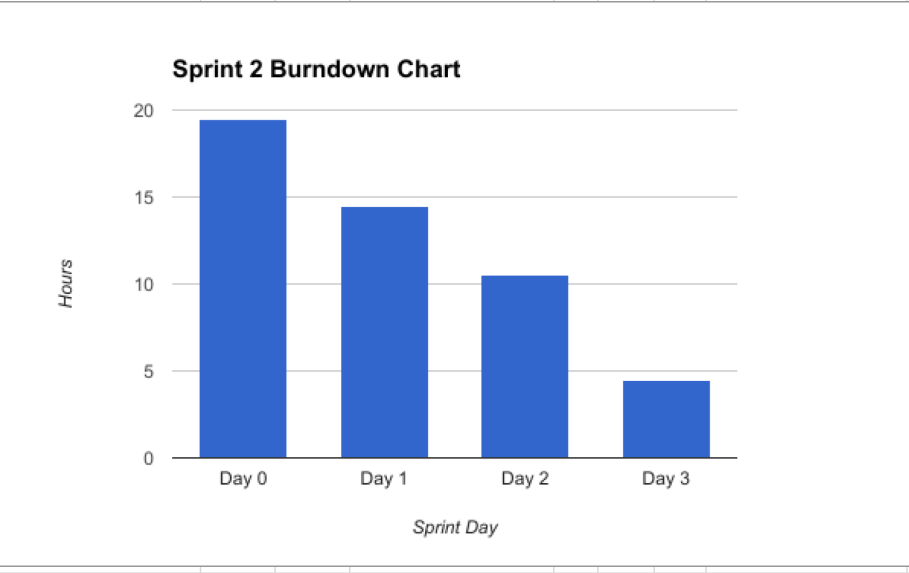


Sprint 2 (4/12-4/14) Game Logic and Console Game								
User Story Group	Tasks	Priority	Day 0	Assigned/Unassigned	Days worked on			
					4/12	4/13	4/14	Stage
As a player, I can place my ships on the board, so that I can begin the game.	Create a 2d array board for basic implementation	1	3	Keller	1			Complete
	Create ship objects with appropriate attributes	1	2	Keller	1			Complete
	Implement ship placement on board via coordinates	1	1.5	Christian	3			Complete
As a player, I can take shots at the other player's board and receive a hit or miss, so I can figure out where their ships are.	Create game logic for hits and miss	1	2	Christian and Keller		2	1	Complete
	Establish a turn based system for two payers	1	2	Christian		1.5		Complete
	Notify users that it's their turn	1	3	Christian		0.5		Complete
As a player, if my opponent hits or misses my ships my board will automatically update with the position my opponent fired on.	Map hit/missed shots on board with indicators	1	2	Christian and Keller			1.5	Complete
As a player, if I destroy all of my opponent's boats I will win the game.	Create a win case when one player destroys all of the other player's ships	1	4	Christian			3.5	Complete
Totals			19.5		5	4	6	



Sprint 3 (4/17-4/24) GUI														
User Story Group	Tasks	Priority	Day 0	Assigned/Unassigned	4/17	4/18	4/19	4/20	4/21	4/22	4/23	4/24	Stage	
As a player, I want a slick GUI to play Warboats.	Create view template in scenebuilder	1	2	Peyton & Stephen	1.5	0.5							Complete	
	Create basic view class	1	3	Peyton & Stephen		1.5	2						Complete	
	Implement ship placement via coordinates	1	2	Peyton, Stephen, Christian				2	2				Complete	
	Implement drag & drop ship placement	2	16	Christian					12			4	Complete	
	Implement users sending hit/miss information on click, update top screen	1	4	Peyton and Christian								1.5	Complete	
	Implement GUI updating on receveing hit/miss information	1	4	Keller								2	Complete	
	Implement a "set-up" period that places boats	3	3	Christian								4	Complete	
	Display statistics on shots taken, etc	3	2	Christian								0.5	Complete	
	Display hitmakers on your boats when they are hit	3	2	Peyton and Christian								2.5	Complete	
	Javadoc, optimization, clean up	3	10	Peyton						1	1		In Process	
	Make start game button a toggle rather than normal button	4	2	Christian								0.1	Complete	
Totals			50		1.5	2	2	2	14	1	1	14.6		

Sprint 3 Burndown Chart

Sprint Day	Hours Remaining
Day 1	45
Day 2	44
Day 3	42
Day 4	40
Day 5	28
Day 6	26
Day 7	24
Day 8	10

Sprint 4 (4/25-4/27) Bells and Whistles								
User Story Group	Tasks	Priority	Day 0	Assigned/Unassigned	4/25	4/26	4/27	Stage
As a player, when the game has ended I have the option to re-challenge my opponent.	Create a way to reset the game logic to the start a new game.	3	5	Christian	6			Complete
An an player, I want sound effects when players hit their opponents boats.	Add sound effects when shots are fired	5	3	Christian	2		2	Complete
	Add sound effect when shots are missed	5	3	Christian	2			Complete
	Add sound effect when shots are hit	5	3	Christian		0.5		Complete
	Add sound effect when ships sink	5	3	Christian		0.5		Complete
	As a player, I can place my ships on the board, so that I can begin the game.	handle the classcastexception error thrown to the console when placing ships	2	2	Keller		2	
As a player, I can create my own server for a player to connect to and play.	make server must be set as a daemon thread	2	3	Christian	3			Complete
As the owner, I want a slick GUI to play Warboats.	Have alerts/dialogs should popup over the window's current position, instead of where it spawned	4	2	Keller				Not Started
	Implement CSS to make things pretty	4	5	Keller	5			Complete
	Javadoc, optimization, clean up	3	10	Peyton		11	2	Complete
Totals			39		18	14	4	

Sprint 4 Burndown Chart

Sprint Day	Hours
Day 0	39
Day 1	21
Day 2	7
Day 3	3