User Story Group	Tasks	Priority	Approx.Time to Completion	Assigned Team Member	Stage			
As a player, I can connect to a WarBoats server, so that I can play against an opponent.	Research 3rd party networking libraries	1	2	Stephen	Complete			
	Create a simple server	1	2	Stephen and Christian	Complete			
	Prevent multiple clients from connecting to the server	1	2	Christian	Complete			
As a player, I can create my own server for a player to connect to and play.	Create a simple client to connect to server	1	2	Christian	Complete			
	Create a class to serialize a string of text	1	1	Stephen and Christian	Complete			
	Create a basic chat client between server and client	1	2	Stephen and Christian	Complete			
	Modify serialized class to send coordinates instead of text	1	1	Stephen and Christian	Complete			
	make server must be set as a daemon thread	2	3	Christian	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 misss	1	3	Keller	Complete			
	Establish a turn based system for two payers	1	2	Christian	Complete			
	Notify users that it's their turn	1	1.5	Christian	Complete			
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	2	Keller	Complete			
	Create ship objects with appropriote attributes	1	2	Keller	Complete			
	Implement ship placement on board via coordinates	1	3	Christian	Complete			
	handle the classcastexception error thrown to the console when placing ships	2	2	Keller	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	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	Complete			
As the owner, I want a slick GUI to play Warboats.	Create view template in scenebuilder	1	2	Peyton & Stephen	Complete			
	Create basic view class	1	3	Peyton & Stephen	Complete			
	Implement ship placement via coordinates	1	2	Peyton, Stephen, Christian	Complete			
	Implement users sending hit/miss information on click, update top screen	1	4	Peyton and Christian	Complete			
	Implement GUI updating on receveing hit/miss information	1	4	Keller	Complete			
	Implement drag & drop ship placement	2	16	Christian	Complete			
	Implement a "set-up" period that places boats	3	3	Christian	Complete			
	Display hitmakers on your boats when they are hit	3	2	Peyton and Christian	Complete			
	Display statistics on shots taken, etc	3	2	Christian	Complete			
	Make start game button a toggle rather than normal button	4	2	Christian	Complete			
	Javadoc, optimization, clean up	4	10	Peyton	Complete			
	Implement CSS to make things pretty	4	5	Keller	Complete			
	Have alerts/dialogs should popup over the window's current position, instead of where it spawned	4	2	Keller	Not Started			
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.	2	4	Christian	Complete			
An an player, I want sound effects when players hit their opponents boats.	Add sound effects when shots are fired	5	3	Christian	Complete			
	Add sound effect when shots are missed	5	3	Christian	Complete			
	Add sound effect when shots are hit	5	3	Christian	Complete			
	Add sound effect when ships sink	5	3	Christian	Complete			