

<i>Sprint 2</i>	Name	Hours Committed	Actual Hours Claimed	Actual Hours Worked by Individual	Chris	36.5	Curtis	36.5	Laramie	36.5	
Start Date	Chris		24.75	Sprint Hours that Should be Committed	0.75						
16-Jun-2012	Curtis		24.75	Actual Sprint Hours Committed	74.25						
End Date	Laramie		24.75	Overall Hours of Work Remaining for this Sprint	-35.25						
22-Jun-2012			0	Overall Hours Worked as a Team	109.5						
Sprint Days Remaining			0	Date	16-Jun-2012	17-Jun-2012	18-Jun-2012	19-Jun-2012	20-Jun-2012	21-Jun-2012	22-Jun-2012
1			0	Hours of Work Remaining on Specific Date	74.25	64.95	55.85	43.35	36.75	-1.05	-27.15
Task ID	Story Description	Status	Hours Estimated	Responsible/ Total Hours Worked as a Team on Specific Date	9.3	9.3	12.3	6.6	37.8	26.1	8.1
T1-SP2-S1	As a coder, I need to know how this AI project is going to be distributed among the team members so that I may begin researching and working on my first tasks.	Done	1.75	Curtis	1		1				
T2-SP2-S2	As a client, I would like to see the documentation on how the features of the AI Engine, Game Mechanics, and Game Server will work together and what their complexities are.	Done	1	Curtis					0.5	0.5	0.5
T2-SP2-S3	As a coder, I would like to have the code documented well, so that it will be easy to create a project document for the client.	Done	1	Curtis							0.5
T3-SP2-S2	As a user, I would like to have a more than one level of AI, so that I can chose to play on easy, medium, or hard mode.	Done	8	Curtis	1	1	1	1	4	4	0.5
T4-SP2-S3	As a user, I would like to have a near perfect Hard AI, so that I cannot beat it.	Done	8	Curtis	1	1	1	1	4	4	0.5
T4-SP2-S4	As a client, I would like for the AI, even in Hard mode, to run with normal desktop PC resources in a fast manner.	Done	4	Curtis		1	1		4		0.5
T4-SP2-S4	As a coder, I need to meet with my piers so that we may organize our efforts and complete planning for the Game Mechanics.	Done	1	Curtis	0.1	0.1	0.1	0.2	0.1	0.2	0.2
T1-SP2-S1	As a coder, I need to know how this AI project is going to be distributed among the team members so that I may begin researching and working on my first tasks.	Done	1.75	Chris	1		1				
T2-SP2-S2	As a client, I would like to see the documentation on how the features of the AI Engine, Game Mechanics, and Game Server will work together and what their complexities are.	Done	1	Chris					0.5	0.5	0.5
T2-SP2-S3	As a coder, I would like to have the code documented well, so that it will be easy to create a project document for the client.	Done	1	Chris							0.5
T3-SP2-S2	As a user, I would like to have a more than one level of AI, so that I can chose to play on easy, medium, or hard mode.	Done	8	Chris	1	1	1	1	4	4	0.5
T4-SP2-S3	As a user, I would like to have a near perfect Hard AI, so that I cannot beat it.	Done	8	Chris	1	1	1	1	4	4	0.5
T4-SP2-S4	As a client, I would like for the AI, even in Hard mode, to run with normal desktop PC resources in a fast manner.	Done	4	Chris		1	1		4		0.5
T4-SP2-S4	As a coder, I need to meet with my piers so that we may organize our efforts and complete planning for the Game Mechanics.	Done	1	Chris	0.1	0.1	0.1	0.2	0.1	0.2	0.2
T1-SP2-S1	As a coder, I need to know how this AI project is going to be distributed among the team members so that I may begin researching and working on my first tasks.	Done	1.75	Laramie	1		1				
T2-SP2-S2	As a client, I would like to see the documentation on how the features of the AI Engine, Game Mechanics, and Game Server will work together and what their complexities are.	Done	1	Laramie					0.5	0.5	0.5
T2-SP2-S3	As a coder, I would like to have the code documented well, so that it will be easy to create a project document for the client.	Done	1	Laramie							0.5

T3-SP2-S2	As a user, I would like to have a more than one level of AI, so that I can chose to play on easy, medium, or hard mode.	Done	8	Laramie	1	1	1	1	4	4	0.5
T4-SP2-S3	As a user, I would like to have a near perfect Hard AI, so that I cannot beat it.	Done	8	Laramie	1	1	1	1	4	4	0.5
T4-SP2-S4	As a client, I would like for the AI, even in Hard mode, to run with normal desktop PC resources in a fast manner.	Done	4	Laramie		1	1		4		0.5
T4-SP2-S4	As a coder, I need to meet with my piers so that we may organize our efforts and complete planning for the Game Mechanics.	Done	1	Laramie	0.1	0.1	0.1	0.2	0.1	0.2	0.2