

Product BackLog	Project 2					
Project Start Date	12-Jun-2012					
Project End Date	25-Jun-2012					
Story ID	Story Name	Status	Sprint	Priority	Approved/ Disapproved	Comments
S1	Daily Scrum Meeting	Ongoing		1 High	Approved	Meeting in Lab at 3:50PM, 6/13. Topics: updating SCRUM document, finalizing project1, plans for dividing code work into paralel parts, discussion of Product Log (due 6/15). Members will update the daily Scrum.
S2	Documentation	Ongoing		1 High	Approved	Laramie works on Design Doc: to include splitting of each iteration (Game Mechanics, AI Engine, User Interface) into parallel coding tasks, 6/13 Attempt to assign parts of each iteration to a team member in the Design Document. All team members will research and begin their respective parts of the game mechanics on 6/13. Keep it simple and commit compiles frequently. It is important that committed work remain callable and testable to other team members. Each member should have a rough working set of functions by midnight 6/14. Each team member should have polished and commented code by 6:30PM on 6/15.
S3	Game Mechanics	Ongoing		1 High	Approved	If extra time is available in Sprint 1, we will look into using Unix escape characters to color the ui.
S4	Game API in color	Ongoing		1 Low	Approved	Meeting in Lab at 3:50PM, 6/14. Topics: questions about design document, suggestions, discussion of Game Mechanics progress; progress assessment. Members will update the daily Scrum.
S4	Daily Scrum Meeting	Planned		1 High	Approved	Meeting in Lab at 6:00PM, 6/14. Topics: how is the splitting of code working; potential swapping of functions before returning to coding; who won't be done by midnight with rough working code?
S5	Code Meeting	Planned		1 High	Approved	Meeting in Lab 3:50PM, 6/15. Topics: completion of Design Document, Game Mechanics, and Product Log. Changes to teamwork procedure before weekend begins, so members may begin parallel coding on AI Engine. Members will update the daily Scrum.
S6	Daily Scrum Meeting	Planned		2 High	Approved	All team members will research and begin their respective parts of the AI Engine on 6/15. We will again keep it simple and code in parallel so that throughout coding we continue to provide at least a dummy function that can be utilized by our piers. Some work on this will need to be completed over the weekend.
S7	AI Engine	Planned		2 High	Approved	Meeting in Lab 3:50PM, 6/18 (Monday) Topics: Progress on AI Engine, potential function swaps between members, ideas, questions, updating Daily Scrum.
S8	Daily Scrum Meeting	Planned		3 High	Approved	All team members will research and begin their assigned parallel coding for the client-server on 6/18(Monday). Each team member should have their portion as a working rough draft by midnight 6/21. Each team member should have polished and commented code by 6:30PM on 6/22.
S9	Client-server	Planned		3 High	Approved	Meeting in Lab 3:50PM, 6/19(Tuesday) Topics: Progress on AI Engine, potential function swaps between members, ideas, questions, updating Daily Scrum.
S10	Daily Scrum Meeting	Planned		3 High	Approved	Meeting in Lab 3:50PM, 6/20(Wednesday) Topics: Progress on AI Engine, potential function swaps between members, ideas, questions, updating Daily Scrum.
S11	Daily Scrum Meeting	Planned		3 High	Approved	Meeting in Lab 3:50PM, 6/20(Thursday) Topics: Progress on AI Engine, potential function swaps between members, ideas, questions, updating Daily Scrum.
S12	Daily Scrum Meeting	Planned		3 High	Approved	
S13						