Sprint 4		Hours Committed	Actual Hours Claimed	Actual Hours Worked by Individual	Chris	21	Curtis	21	Laramie	21		0		0		0					
Start Date	Chris		24.5	Sprint Hours that Should be Committed	<u>0.75</u>																
26-Jun-2012 End Date	Curtis Laramie		21 22.75	Actual Sprint Hours Committed Overall Hours of Work	68.25 5.25																
1-34-2012			0	Overall Hours Worked as a Team	63																
Sprint Days Remaining			0	Date Hours of Work Remaining on	26-Jun-2012	27-Jun-2012			30-Jun-2012						6-Jul-2012		8-Jul-2012	9-Jul-2012	10-Jul-2012	11-Jul-2012	
5			0	Specific Date Responsible/ Total Hours Worked as a Team on Specific	68.25	57.75	47.25	33.75	27	20.25	5.25	5.25	5.25	5.25	5.25	5.25	5.25	5.25	5.25	5.25	Total House Westerd for
Task ID	Story Description	Status	Hours Estimated	Worked as a Team on Specific Date	10.5	10.5	13.5	6.75	6.75	15	0	٥	0	٥	0	0	0	0	۰	0	a Task
	As a user I would like to play the game on the Android platform, so that I may use my	,																			2
T3-SP4-S13	Android phone. As a client, I would like to see the	Done	- 2	Curtis	0.5	0.	5 0.5	0.25	0.25												
	documentation on how the features of the Al Engine, Game Mechanics, and Android																				2
	graphical interface will work together, so that I may understand the need for all																				
T4-SP4-S13	components. As a coder, I would like to have the code	Done	2	Curtis	0		0 0	0		1											
T4-SP4-S3	documented well, so that it will be easy to create a project document for the client.	Done	3	Curtis	0		0 1	1		1											3
	As a coder, I would like for the Java code to be implemented in classes that make it easy to work with the Android interface.																				4
T4-SP4-S4	As a user, I would like to have menu	Done	4	Curtis	1		1	0		1											
	As a user, I would like to have menu options for New Game, Exit Game, Level Of Difficulty, Color (white:first, black:																				
	that I may use the menu button on my																				10
T3-SP4-S1	Android Phone to access these functions of the game.	Done	10	Curtis	2		2 2	1													
	As a user I would like to play the game on the Android platform, so that I may use my	,																			2
T3-SP4-S1	Android phone. As a client, I would like to see the	Done	2	Chris	0.5	0.	5 0.5	0.25	0.25	5 0											
	documentation on how the features of the Al Engine, Game Mechanics, and Android																				2
W. OD	graphical interface will work together, so that I may understand the need for all																				
T4-SP4-S2	As a coder, I would like to have the code documented well, so that it will be easy to	Done	2	Chris	0	· ·	0 (0	1	1											
T4-SP4-S3	create a project document for the client.	Done	3	Chris	0		0 1	1		1											3
	As a coder, I would like for the Java code to be implemented in classes that make it																				4
T4-SP4-S4	easy to work with the Android interface. As a coder, I need to know how this AI	Done	4	Chris	1		1 1	0		1											
	project is going to be distributed among the team members so that I may begin																				0
T1-SP2-S1	researching and working on my first tasks. As a user, I would like to have menu	. Done	1.75	Chris																	
	options for New Game, Exit Game, Level Of Difficulty, Color (white:first, black: second), Display Of Game Statistics, so																				
	second), Display Of Game Statistics, so that I may use the menu button on my Android Phone to access these functions																				10
T3-SP4-S1		Done		chris	2		2 2	1													
	As a user I would like to play the game on the Android platform, so that I may use my	V																			2
T3-SP4-S1	Android phone.	Done	2	Laramie	0.5	0.	5 0.5	0.25	0.25	5 (
	documentation on how the features of the Al Engine Game Mechanics and Android																				
	graphical interface will work together, so																				2
T4-SP4-S2	components. As a coder, I would like to have the code	Done	2	Laramie	0		0 0	0		1											
T4-SP4-S3	documented well on that it will be easy to	Done		Laramie	0		,		,	, ,											3
14 01 4 00	create a project document for the client. As a coder, I would like for the Java code to be implemented in classes that make it	Done	Ĭ	Luidiic					·												4
T4-SP4-S4	easy to work with the Android interface. As a coder, I need to know how this AI	Done	4	Laramie	1		1 1	0		1											
	project is going to be distributed among the team members so that I may begin																				0
T1-SP2-S1	researching and working on my first tasks. As a user, I would like to have menu	. Done	1.75	Laramie																	
	options for New Game, Exit Game, Level Of Difficulty, Color (white:first, black:																				
	second), Display Of Game Statistics, so that I may use the menu button on my																				10
T3-SP4-S1	Android Phone to access these functions of the game.	Done		Laramie	2			, ,													
1001401	or ore game.	- Conc		Luiumo																	
T39 T40																					0
T40 T41 T42 T43 T44 T45 T46 T47 T48 T47 T48 T59 T59 T51 T51 T52 T53 T55 T55 T56 T57 T58 T57 T58 T57 T58																					0
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Sprint 4	Name	Hours Committed	Actual Hours Claimed	Actual Hours Worked by Individual	Chris	21	Curtis	21	Laramie	21		0		0		0					
Start Date	Name Chris Curtis Laramie	Hours Committed	24.5	Actual Hours Worked by Individual Sprint Hours that Should be Committed Sprint Hours of Work Actual Sprint Hours Committed Overall Hours of Work Remaining for this Sprint Overall Hours Worked as a Team Date Hours of Work Remaining on Specific Date Responsible! Total Hours Worked as a Team on Specific Date	<u>0.75</u> 68.25																
End Date	Laramie		22.75	Overall Hours of Work Remaining for this Sprint	5.25																
1-Jul-2012 Social Days Remaining			0	Overall Hours Worked as a Team	63	27. hip 2012	29. hip 2012	29. hts 2012	30, tup 2012	1.10.2012	2. bil 2012	2.14.2012	4. bit 2012	5. ht 2012	6. bil 2012	7.14.0012	9. bil 2012	9.04.2012	40 Jul 2012	11. bil 2012	
5			0	Hours of Work Remaining on Specific Date	68.25	57.75	47.25	33.75	27	20.25	5.25	5.25	5.25	5.25	5.25	5.25	5.25	5.25	5.25	5.25	
Task ID	Story Description	Status	Hours Estimated	Date Hours of Work Remaining on Specific Date Responsible/ Total Hours Worked as a Team on Specific Date	10.5	10.5	13.5	6.75	6.75	15	0	0	0	0	0	0	0	0	10-Jul-2012 5.25	0	Total Hours Worked for a Task
T61				Date																	0
T63																					0
T64 T65																					0
T66 T67																					0
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T170 T171																					0
T172 T173		1																			0
T174																					Ö

Sprint 4	Name	Hours Committed	Actual Hours Claimed	Actual Hours Worked by Individual Spirit Hours that Should be Committed Committed Actual Spirit Hours Committed Overall Hours of Work Remaining for this Spirit Hours Worked as a Team Date Hours of Work Remaining on Specific Date Responsible of dat Hours Worked as a Team on Specific Date Date Team Office Offic	Chris	21	Curtis	21	Laramie	21		0		0		0					
Start Date	Name Chris Curtis Laramie	Hours Committed	24.5	Sprint Hours that Should be Committed	<u>0.75</u>																
End Date	Laramie		22.75	Actual Sprint Hours Committed Oversil Hours of Work	5.25																
1-Jul-2012			0	Overall Hours Worked as a Team	63																
Sprint Days Remaining			0	Date Hours of Work Remaining on	26-Jun-2012	27-Jun-2012	28-Jun-2012	29-Jun-2012	30-Jun-2012	1-Jul-2012	2-Jul-2012	3-Jul-2012	4-Jul-2012	5-Jul-2012	6-Jul-2012	7-Jul-2012	8-Jul-2012	9-Jul-2012	10-Jul-2012	11-Jul-2012 5.25	
		Status	Hours Estimated	Date Hours of Work Remaining on Specific Date Responsible/ Total Hours Worked as a Team on Specific Date	60.25	57.75	47.25	33.75		20.25	5.25	5.25	4-Jul-2012 5.25	9.49	5,25	5.25	5,25	5.25	5.25		Total Hours Worked for
TARE	Story Description	Status	Estimated	Date	10.5	10.5	13.5	6.75	6.75	15	۰	۰	٠	۰	۰	۰	U	٥	۰	0	a Task
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Sprint 4	Name	Hours Committed	Actual Hours	Actual Hours Worked by Individual	Chris	21 Curis	21 Laramio	21		0		0		0					
Start Date	Chris		Actual Hours Claimed 24.5 21 22.75 0 0	Sprint Hours that Should be	Chris 0.75 68.25 5.25 63 26-Jun-2012 68.25														
26-Jun-2012	Curtis		21	Actual Sprint Hours Committed Overall Hours of Work Remaining for this Sprint Overall Hours Worked as a	68.25														
End Date	Laramie		22.75	Overall Hours of Work Remaining for this Sprint	5.25														
1-Ad-2012			0	Overall Hours Worked as a Team	63														
Sprint Days Remaining			0	Date	26-Jun-2012	27-Jun-2012 28-Jun-2012	29-Jun-2012 30-Jun-2012	1-Jul-2012	2-Jul-2012	3-Jul-2012	4-Jul-2012	5-Jul-2012	6-Jul-2012	7-Jul-2012	8-Jul-2012	9-Jul-2012	10-Jul-2012	11-Jul-2012	
5			0	Specific Date	68.25	27-Jun-2012 28-Jun-2012 57.75 47.25 10.5 13.5	29-Jun-2012 30-Jun-2012 33.75 27	1-Jul-2012 20:25	2-Jul-2012 5.25	3-Jul-2012 5.25	4-Jul-2012 5.25	5-Jul-2012 5.25	6-Jul-2012 5.25	7-Jul-2012 5.25	8-Jul-2012 5.25	9-Jul-2012 5.25	10-Jul-2012 5.25	11-Jul-2012 5.25	
Task ID	Story Description	Status	Hours Estimated	Responsible/ Total Hours Worked as a Team on Specific															Total Hours Worked for a Task
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