

Group 33 – Project Plan

<b>Sprint</b>	<b>Features</b>
<b>1</b>	<ol style="list-style-type: none"><li>1. A feature which displays the board layout (JavaFX)</li><li>2. A feature which implements the view controller and allows us to use the display feature from this Superclass.</li><li>3. A feature which implements our main Test Class</li></ol>
<b>2</b>	<ol style="list-style-type: none"><li>1. A feature to implement the game controller, allowing the placement of atoms</li><li>2. A feature for the rays which do not encounter an atom</li><li>3. A feature for the rays which directly encounter an atom and are absorbed</li></ol>
<b>3</b>	<ol style="list-style-type: none"><li>1. A feature for the rays which encounter an atom and are and are redirected at a 60-degree angle.</li><li>2. A feature for the rays which encounter two atoms and are redirected at a 120-degree angle.</li><li>3. A feature for the rays that encounter atoms at multiple points.</li></ol>
<b>4</b>	<ol style="list-style-type: none"><li>1. A feature to implement saving game states.</li></ol>