

Group 33 – Project Plan

Sprint	Features
1	<ol style="list-style-type: none">1. A feature which displays the board layout (JavaFX)2. A feature which implements the view controller and allows us to use the display feature from this Superclass.3. A feature which implements our main Test Class
2	<ol style="list-style-type: none">1. A feature to implement the game controller, allowing the placement of atoms2. A feature for the rays which do not encounter an atom3. A feature for the rays which directly encounter an atom and are absorbed
3	<ol style="list-style-type: none">1. A feature for the rays which encounter an atom and are and are redirected at a 60-degree angle.2. A feature for the rays which encounter two atoms and are redirected at a 120-degree angle.3. A feature for the rays that encounter atoms at multiple points
4	<ol style="list-style-type: none">1. A feature where the experimenter announces the end of the round by providing the locations of every atom2. A feature to display the full game board, with atoms, rays, scores, and circles of influence.3. A feature to implement saving game states??