	Story	Estimated Hours	Priority (1-5)	Sprint When Finished	Completed
1	Setup Docker containers to run each model to provide flexibility in libraries	3	4	1	Yes
2	Build File accepting to test models(Front-End)	6	1	1	Yes
3	Implement Game Logic on Python (without any interaction with any Front-End API)	5	1	1	Yes
4	Looking into the documentation of websockets	2	1	1	Yes
5	Design a Tournament system	10	1	1	Yes
6	Matchmaking system using queue	2	3	2	Yes
7	Store files and run tournament with user auth	6	2	2	No
8	Connect login system to a database	3	1	2	No
9	Connect Front End Battleship to Back End Battleship	10	2	2	Yes
10	Create a login system using oAuth on Python	3	2	2	No
11	Provide game log for download	3	2	2	In-progress
12		10	3	2	
13	Mock AI bot for testing	1	4	2	Yes
14	Consistent bot for users to benchmark	4	2	2	In-progress
15	Handle user input for placing ships on the board, including drag-and-drop or click-to-place.	10	3	3	No
16	Add UI elements like a turn indicator, move history, and game status	10	3	3	No
17	Run the server on cloud	2	3	3	No
18	Provide flexibility on libraries / languages	20	4	3	No
19	User profile customization	7	5	3	
20		4	5	3	
21		8	5	3	