

Main Components	Secondary Components	Task Type	Tasks	Sprint
Class Architecture	Main Classes	Create	Attributes	2
		Create	Methods	2
Game Initialization	Game Board	Create	Rule Restricted Randomization	2
	Player	Assign	Initial Attribute Values	2
Game Logics	Game Scenario & Use Case Code Sequences	Devise	Architecture and Correlation	2
		Write	Functional Scenario Code	2
Documentation	Classes	Explain	Attributes and Methods	2
		Link	Useful Information	2
Class Diagram	Components	Update	Changes	2