Ready	Set Go Iteration 1 Plan				
	Overview				
Features	Use Case #			Priority Name	Level
User Registration	1			Banana	Absolutely Important
Login	2			Pineapple	Very Important
View Player Statistics	3			Guava	Neutrally Important
Edit/Delete User Profile	7			Durian	Kind of Important
View Training Metrics	8			Grape	Not Important
Delete Saved Game	9				
Research Train Al Agent	10				
Save Game File	5*	*Use case will not be fully functional in this iteration			
Tasks	Date to be completed	Priority	Assigned To		
User Registration	10/26				
Design UI		Guava	CA, RM		
Code UI		Banana	CA, RM		
Email Verification		Durian	KN		
Backend Database Storage		Banana	RC, DI		
Backend Routing		Banana	RC, DI		
Login	10/26				
Design UI		Guava	CA, RM		
Code UI		Banana	CA, RM		
Database Retrieval		Banana	RC, DI		
Backend Routing		Banana	RC, DI		
Edit/Delete User Profile	11/2				
Design Profile Page UI		Guava	CA, RM		
Code Profile Page UI		Banana	CA, RM		
Database Modification		Banana	RC, DI		
Backend Routing		Banana	RC, DI		
View Player Statistics	11/2				
Create Mock Data		Guava	KN		
Database Retrieval		Banana	RC, DI		
Backend Routing		Banana	RC, DI		

Research Train Al Agent	11/9		
Design Training Page UI		Guava	CA, RM
Code Training Page UI		Banana	CA, RM
		Pineapple	KN
Design ways to store files on the Main servers		Pineapple	KN
Database Storage		Banana	RC, DI
Backend Routing		Banana	RC, DI
View Training Metrics	11/9		
Design Metrics Viewer UI		Guava	CA, RM
Code Metrics Viewer UI		Banana	CA, RM
Database Retrieval		Banana	RC, DI
Backend Routing		Banana	RC, DI
Save Game File	11/16		
Design Go Board		Banana	CA, RM
Code Go Board		Banana	CA, RM
Create Post-Game UI		Banana	CA, RM
Create SGF File		Banana	KN
Database Storage		Banana	RC, DI
Backend Routing		Banana	RC, DI
Delete Saved Game	11/16		
Modify Profile Page		Banana	CA, RM
Database Modification		Banana	RC, DI
Backend Routing		Banana	RC, DI