Assignment 1 CP2406

User stories:

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| Story | Test |
| Daniel:  As a player, I want to be able to see my score compared to my friends.  Estimate: 1 Day  Priority: Moderate | Record and display length of light wall (incomplete) |
| Matthew:  As a player, I want to play against multiple friends.  Estimate: 2.5 Days  Priority: High | Transfer data between multiple computers.  (incomplete) |
| Brodie:  As a player, I want to able to boost up and slow down my character.  Estimate: 1 Day  Priority: Low | Speed increased on event  Speed decreased on event or after some time of increased speed.  (incomplete) |
| James  As a player, I want to verse different numbers of friends.  Estimate: 2 Days  Priority: Moderate | Have a different number of computers sending data.  (incomplete) |
| Fabian:  As a player, I want to choose my colour for my light cycle.  Estimate: 0.5  Priority: Low | A player can choose between different colours before a game starts.  (incomplete) |

Spike user stories:

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| Story | Test |

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| Matthew:  I want to play against my friends across the internet.  Estimate: 6 Days  Priority: Low | Have Computers connecting to the game through different area networks or through internet.  (incomplete) |
| Brodie:  As a player, I want to have a choice of best first to 1, 2 or 3 wins.  Estimate: 1.5 Days  Priority: Low | Players vote before hand on how many rounds they will play.  (incomplete) |
| Fabian  As a player, I want to be readied up before starting the game.  Estimate: 0.5 Day  Priority: High | All players must click ready to start game.  (incomplete) |