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Software Requirement Specification
Awesome Poker Game

GUI stuff
  ID: FR1
  Story: As a player I want to interact with the game so I can play it
  Estimate: 5
  AC: Done when the player can interact with the GUI

  ID: FR2
  Story: As a player I want to see the cards being dealt so I can understand what is happening
  Estimate: 8
  AC: Done when the GUI shows cards being dealt.

  ID: FR3
  Story: As a player I want to be able to see how much money I have so I can make some more game decisions
  Estimate: 3
  AC: Done when current money can be displayed.

  ID: FR4
  Story: As a player I want to hide cards so I can win
  Estimate: 5
  AC: Done when cards can be hidden from view.

  ID: FR5
  Story: As a player I want to be able to choose graphic options.
  Estimate: 4
  AC: Done when graphics options can be chosen

  ID: FR6
  Story: As a player I want royalty free music so I can have a better atmosphere
  Estimate: 3
  AC: Done when a soundtrack is implemented.

  ID: FR7
  Story: As a player I want to have the option of themed decks so I can brag about being cooler than the other players
  Estimate: 20
  AC: Done when custom card backs can be selected.

ID: FR8
Story: As a player I want to see high scores so I can make the game more competitive
Estimate: 13
AC: Done when the user can view high scores

ID: FR9
Story: As a player I want to be able to emote so I can Flex on the haters and express myself
Estimate: 5
AC: Done when player emotes are implemented

ID: FR10
Story: As a player I would like to be able to change my avatar so that I can customize my look in the game
Estimate: 5
AC: Done when custom avatars can be selected

ID: FR11
Story: As a player I want to chat so I can taunt
Estimate: 8
AC: Done when player chat is implemented

Poker Logic
ID: FR12
Story: As a dealer I want to shuffle so I can initiate a new game
Estimate: 3
AC: Done when cards can be shuffled

ID: FR13
Story: As a dealer I want to deal cards so I can initiate a new game.
Estimate: 2
AC: Done when the "dealer" can give cards to players

ID: FR14
Story: As a player I want to have meaningful card combinations so I can play the game
Estimate: 5
AC: Dione when hand scoring is implemented

ID: FR15
Story: As a player I want to be able to fold so I can stop losing
Estimate: 2
AC: Done when the player can fold

ID: FR16
Story: As a poker chip I want to have a value so I can spend
Estimate: 1
AC: Done when money value can be assigned to chips

ID: FR17
Story: As a player I want to be able to call so I can continue playing
Estimate: 2
AC: Done when players can call the bet

ID: FR18
Story: As a player I want to go all-in so I can raise the stakes
Estimate: 5
AC: Done when a player can select "all in" to bet all their money

ID: FR19
Story: As a player I want to decide what to do on my turn so I can play strategically
Estimate: 3
AC: Done when a player can take their turn (?)

ID: FR20
Story: As a player I want big or small blinds to be able to call, raise, or fold so I can have meaningful gameplay
Estimate: 5
- AC:
- Big blinds
- Small blinds
- Call
- Raise
- fold

Accessibility
ID: FR21
Story: As a player I want to have a list of options so I can choose what move I want to make
Estimate: 2
AC: Done when a player can choose a move

ID: FR22
Story: As a player I want to have a main menu and settings so I can customize my playing experience
Estimate: ?
AC: Done when main menu and settings menu is implemented

ID: FR23
Story: As a company we want to provide access to a gambling addiction hotline so we can protect ourselves from liability
Estimate: 0.5
AC: Done when a link to a gambling hotline is added to game

ID: FR24
Story: As a player I would like a rule book so I can understand the rules of the game.
Estimate: 3
AC: Done when a rule book is added to the game

Backend

ID: FR25
Story: As a player I want to start a game so I can play
Estimate: 13
AC: Done when a player can start a game

ID: FR26
Story: As a player I want to be able to leave a game and retain the chips I have won or lost so I can build my chip count
Estimate: 3
AC: Done when a player can quit a game but save their chip count to their profile

ID: FR27
Story: As a player I want to vote on game type initially so I can choose the game I want to play
Estimate: 3
AC: Done when a player can vote on the preferred game type

ID: FR28
Story: As a dealer I want to be able to time-out players so I can ensure forward progress of the game
Estimate: 5
AC: Done when time constraints are added to player turns