

Name	ID	Owner	Description	Implementation Details	Priority	Effort
Board	1.1	XXX	As a user, I want to have a formal Chinese chessboard so I can put chess on the board.	Using two dimension Array to represent a chessboard, each position may or may not contain chess depending on game status.	5	2
Chess	1.2	XXX	As a user, I want to move chess on the board.	we need to create an abstract chess class or interface and complete corresponding actions for different chess pieces, for example killing the opposite player's chess, moving chess and other actions.	5	3
Player1 V.s Player2	1.3	XXX	As a user, we want at least and most 2 players to play this game.	Create a Player class that has two factions respectively for Player1 and Player2. so we can easily identify who is moving chess and so on.	5	2
Visual Board	2.1	XXX	As a user, we should able to see chess board so we can know where to put chess on. Board could be rotated 180 degrees.	Use JavaFX to create a window to show the board, and the chess on it.	3	3
Visual chess	2.2	XXX	As a user, I want to see our and opposite side chess pieces so I can observe the game situation.	Use JavaFX to show the chess image on the board. And also chess image changes position as the game progresses.	3	4

Move chess	2.3	XXX	As a user, I want to move chess by clicking the chess image.	import JavaFX, create buttons on each chess, and use mouse events to connect to the method in Chess class.	3	4
Score System	3.1	XXX	As a user, I would like to see a scoring system in the game, so we can see who won and who lost when the game is over	Create a Hash-Map used to store scores for a specific player. And create a method that can add a score to the player	2	2
Timing System	3.2	XXX	As a user, we want to have a timing system so we can train our speed in playing the game.	Create a Timer class in the View package that controls the time each player uses and stops the player from playing when time is out.	2	2
Visual Timer System	3.3	XXX	As a User, we want to see the time on the screen so that we are able to know how much time we got left for each turn and a round.	Use JavaFX to show a textbox on the game window beside the chess-board. Refresh the textbox each second so that we can imitate the behaviour of a countdown clock.	2	3

Note that you may also want to include some user stories that refactor existing code in order to make it more efficient or usable in some way. To include refactoring items in your list, you can use the following syntax: