

ID	Story Title	User Story	Business Value	Assigned story points
1	Development / Create enum classes for Suit and Rank	As a Developer, I want to see enum classes used for the suit and rank of a Card.	1800	3
2	Development / Fill TODOs in Card and Pile classes	As a Developer, I want to have an environment where Card, Pile classes are all in place and working as expected.	1200	3
3	Game / Implement winning condition	As a User, I want to see a "Congratulation" popup when the solitaire is ready. The game flow should halt.	500	2
4	Game / Implement restart	As a User, I want to be able to restart the game at any point.	600	2
5	Game / Implement undo	As a User, I want to be able to undo each move.	400	2
6	Game / Shuffle deck on startup	As a User, I want to see a randomly shuffled deck at initialization.	200	1
7	Game / Implement starting setup of the table	As a User, I want to see the standard Klondike setup dealt on the table.	600	3
8	Game / Implement constraint on foundation piles	As a User, I want to see that foundation piles can be started only with aces AND can be followed by incremental ranks of matching suits.	1000	5
13	Development / Make the game themeable	As a Developer, I want to change to a different theme suit (card back and front images, table design).	700	5
14	UI / Make the theme switchable from the GUI	As a User, I can change the theme through the UI.	300	5