|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  | **Backlog** | | |  |  |  |  |  |  |  |  |
|  |  |  | **GEN\_Project** | | | | |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | |  | | --- | | ID | | |  | | --- | | Name | | |  | | --- | | Effort | | |  | | --- | | Rank | | |  | | --- | | Type | | |  |  |  | | --- | --- | --- | |  |  |  | |  | Description |  | | |  |  |  | | --- | --- | --- | |  |  |  | |  | Notes |  | | |  | | --- | | Accepted date | | |  | | --- | | Estimated date | | |  | | --- | | Creator | | |  | | --- | | Feature | | | |  | | --- | | 7 | | |  | | --- | | Se déclarer prêt pour une partie | | |  | | --- | |  | | |  | | --- | |  | | |  | | --- | | User story | | |  |  |  | | --- | --- | --- | |  |  |  | |  | en tant que A[1-Joueur]  je veux me déclarer prêt à lancer une partie dans le but de jouer ! |  | | |  |  |  | | --- | --- | --- | |  |  |  | |  | une fois tous les joueurs prêt, un décompte de 5 secondes se lance avant de démarrer la partie |  | | |  | | --- | |  | | |  | | --- | |  | | |  | | --- | | Burgener François | | |  | | --- | | se déclarer "prêt" pour la partie | | | |  | | --- | | 10 | | |  | | --- | | Génération du deck de carte "chance" | | |  | | --- | |  | | |  | | --- | |  | | |  | | --- | | Technical story | | |  |  |  | | --- | --- | --- | |  |  |  | |  | récupération des cartes disponible dans la base de données génération aléatoire d'un deck |  | | |  |  |  | | --- | --- | --- | |  |  |  | |  | une queue ? |  | | |  | | --- | |  | | |  | | --- | |  | | |  | | --- | | Burgener François | | |  | | --- | | Générer le deck de carte "chance" | | | |  | | --- | | 11 | | |  | | --- | | Lancer les dés | | |  | | --- | |  | | |  | | --- | |  | | |  | | --- | | Technical story | | |  |  |  | | --- | --- | --- | |  |  |  | |  | génération de deux entier entre 1 et 6. obligatoirement 2 pour gérer les doubles ! Lors d'un double, le joueur peut rejouer. Après 3 doubles d'affilée, le joueur est expédié en prison |  | | |  |  |  | | --- | --- | --- | |  |  |  | |  |  |  | | |  | | --- | |  | | |  | | --- | |  | | |  | | --- | | Burgener François | | |  | | --- | | lancer les dés | | | |  | | --- | | 20 | | |  | | --- | | Etat des joueurs | | |  | | --- | |  | | |  | | --- | |  | | |  | | --- | | Technical story | | |  |  |  | | --- | --- | --- | |  |  |  | |  | Mettre à disposition de tous les joueurs un résumé des actions et états des autres joueurs de la partie |  | | |  |  |  | | --- | --- | --- | |  |  |  | |  |  |  | | |  | | --- | |  | | |  | | --- | |  | | |  | | --- | | Burgener François | | |  | | --- | | Etat des joueurs | | | | | | | | | | |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  | Scrum report generated with iceScrum | | | Friday 27 April 2018 | | |  | 1 | |  |  |  |