Reference Story Number (Sequentially numbered)	Pool (1, 2, 3, 5, 8, 13, 21)	Story Source	Story Summary (25–50 words)
1	1	EECS 168	Obtain a numerator and a denominator from the user. Then, display the result of long division from the user. Assume integers as input, but must prevent the user from crashing the if they want to divide by zero.
2	1	EECS 388	Implement RGB control in c, have the rgb show different patterns esch iteration. Add in white as a color on one of the patterns as well.
3	1	EECS 468	Using HTML and JavaScript, implement a webpage that accepts user input from two buttons. If they click the first button, the webpage must send a notification. If they click the second button, edit the webpage to display an additional message.
4	1	EECS 388	Using c, take in the distance data from a lidar sensor and have a corresponding RGB color depending on the distance input
5	2	EECS 468	Using HTML and JavaScript, implement a page that can meet the following three taskings: Printing a triangle made up of x's (given input size), printing an nxn grid of x's, printing the prime factors of all numbers withing a range.
6	2	EECS 168	Develop DMV function that takes in a list of drivers containing their age, license no and then prints out various statements based on what parameters are given
7	2	EECS 168	Ask the user how many numbers in the Fibonacci sequence they would like to print out, and print that many out.
8	8	EECS 678	As a Quash parser, I want the raw user input string to be split by spaces, So that I can receive a list of individual tokens (commands and arguments) to process implemented in c.
9	8	Work	As a user, i want to be able to purchase an account through a stripe payment portal
10	5	EECS 690	Train a model to learn the rock, paper, scizzors data set, then quantsize it to be half the size it previously was.
11	3	EECS 210	Implement a min max algorithm to play the game nim.
12	3	Project 1	Design start screen for Minesweeper, with Minesweeper title, Start button, up and down arrows to select number of mines, and area to display number of mines.

Reference Story Number (Sequentially numbered)	Pool (1, 2, 3, 5, 8, 13, 21)	Story Source	Story Summary (25–50 words)
13	2	EECS 210	Using recursion, your program must solve five Sudoku puzzles from text files, print each puzzle's title and solution, and verify that every solution is valid and not hardcoded.
14	3	EECS 330	Using python, extend a linked list implementation to allow the following operations: inserting a node to a given position in the list, reversing the order of the list, replicating an item in the list a an n number of times.
15	3	EECS 268	The program simulates a game where a creature called Blup attacks a city. It reads a grid from a text file and uses symbols to represent the player, structures, and enemies, determining how Blup moves, attacks, and interacts with the city.
16	5	EECS 649	Given a dataset, plot the data and develop a multiple variable linear regression model. Plot the model's predictions vs the actual data and output the MSE loss with observation prediction pairs.
17	5	EECS 348	The program reads matrix data from a text file, displays it, and performs several operations such as matrix addition, multiplication, diagonal summation, and row swapping to demonstrate basic matrix manipulation in C++.
18	5	EECS 330	Using python, implement the following list sorting algorithms: Selection, Heap, Merge, Quick, an Radix. Then, using python libraries to provide timing analysis of them given an input list of n elements.
19	8	EECS 649	Given train and test data, implement a basic RNN network in PyTorch. Normalize the train and test data, visualize predictions of created model vs actual data, and output the RMSE of prediction observation pairs
20	8	EECS 565	Use any programming language to implement a simple Vigenere Cipher and a brute-force cracker for this Vigenere Cipher using a provided dictionary of valid words. It must be optimized to crack a password of 45 characters and key of 7 characters in a reasonable amount of time.
21	13	EECS 690	Using a Hiwonder robot, you must utilize LiDAR and other features to compete in a sumo match against another robot. The goal is to push the opponent to the border while avoiding its attacks.

Reference Story Number (Sequentially numbered)	Pool (1, 2, 3, 5, 8, 13, 21)	Story Source	Story Summary (25–50 words)
22	13	EECS 678	Using c, create a buddy allocator (a memory allocator) that splits and merges memory blocks trying to create efficient heap management
23	13	EECS 678	Using c, extend Quash program to allow running commands in the background while accepting user input (multiprocessing), tracking these background commands, killing them, and bringing them to the foreground.

Requirement ID	Description	Story Points	Priority	Sprint Number
1	The system should be accessible via a webpage	2	1	1
2	The system must use a backend server, which must be responsible for tracking game state / providing the actions of the system / dealer in a game	5	2	1
3	The system must create and track user sessions for each user connected.	3	5	1
4	The system must be able to support mutliple instances(lobbies) of games running at once	5	13	2
5	The system must allow the user to create an account by providing a unique username and password. Each new account should start with a default amount of in-game currency	3	3	1
6	The system must allow users to purchase (simulated since this is a free, school project) additional in-game currency	2	4	2
7	The system must force any game that has a chance to provide the user with in-game currency at the cost of in-game currency to have a negative expected net currency value (in-game currency flows in from user on average)	1	9	1
8	The user must be able to select a game from a list of lobbies currently open, or create their own if the server has the capacity for more lobbies for that game type	5	11	2
8.1	The system must support lobbies for blackjack games, acting as a dealer at a table would in a casino. The process of betting should replace real-world money with in-game currency	5	6	2
8.2	The system must support lobbies for UNO, acting as a dealer for the cards. To increase the stakes, there should be a "buy-in" option for lobbies that forces players to spend in-game currency to play but provides a reward for the one player that wins	5	24	4
8.3	The system must support lobbies for Poker, acting as a dealer for the cards. The process of betting money should be replaced with betting in-game currency	5	25	4
9	The system should allow users the option to play alone for games that can be played alone	2	12	2
10	The system should support tracking "parties" which are groups of users that wish to play games together	5	19	3
11	Users should be able to add/remove friends to their party	2	21	3

ID	Task	Priority	Sprint	Story Points
1	Create a web-based frontend	1	1	2
2	Implement backend API	1	1	5
3	Design REST or WebSocket interface for real-time gameplay	1	1	5
4	Ensure backend tracks game state and dealer logic	1	1	5
5	Set up persistent storage for user and game data	1	1	3
6	User registration with unique username & password	1	1	3
7	Create persistent user sessions per connected client	1	1	3
8	Forfeit hand if disconnected during play	1	2	2
9	Implement dealer logic & rules for Blackjack	1	2	5
10	Implement betting with in-game currency for Blackjack	1	2	5
11	Show current game state and accept input	1	2	3
12	Allow multiple simultaneous game lobbies	2	2	5
13	Assign users to lobbies and manage state isolation	2	2	3
14	Default in-game currency on account creation	2	1	2

Requirement ID	Description	Story Points	Priority	Sprint Number
11.1	The system should ensure users in a party are placed in the same lobby, make a new lobby if there are no open lobbies, or display a message indicating no open lobbies are available.	3	20	3
12	The system must support a slot machine page that costs in-game currency to play, but rewards the player with in-game currency	5	26	4
13	The system must have a store page that allows the user to purchase in-game reward using in-game currency	5	14	3
14	The system must support a "suprise-box" mechanic that allows users to spend in-game currency to get a random reward from a pool of exclusive rewards (separate from store)	3	23	3
15	The user must be able to see their own stats (win/lose, credits) on a page for their account.	2	15	2
15.1	Users should be able to look at other players profiles and see their public stats like win streak or how many rounds played	3	18	4
16	The system must support tracking the players statistics (win, lose, credits) and display a leaderboard showing top users for each game	5	16	3
16.1	The system should be able to update the leaderboard dynamically as games conclude	2	17	3
17	The user must be able to personalize their profile with selectable avatar images	5	22	4
18	The system should display a separate UI for each game that effectively communicates the game state and accepts user input	5	7	2
19	The user should see visuals depending on if they win or lose a game	2	8	2
20	The server must force users to forfeit their hand if they disconnect / leave before the hand is over.	2	10	2

ID	Task	Priority	Sprint	Story Points
15	Enforce negative expected value on games with payouts	2	2	1
16	Allow users to create or join lobbies	2	2	5
17	Show list of available lobbies for each game type	2	2	3
18	Develop Blackjack game flow UI & animations	2	2	5
19	Track wins, losses, credits	2	3	3
20	Dynamic leaderboard updates as games finish	2	3	2
21	Create distinct UI for each game type	2	2	5
22	Develop lobby list & join/create page	2	2	3
23	Add simulated "purchase" flow for more currency	3	3	2
24	Create and track “party” groups	3	3	5
25	Auto-seat party members into same lobby	3	3	3
26	View other players’ public stats	3	3	3
27	Generate top-player list per game	3	3	5
28	Display win/lose visuals	3	3	2
29	Build account page with stats and settings	3	3	3
30	Create store, surprise box, and leaderboard	3	3	5
31	Show message if no lobbies available for party	4	4	3
32	Add/remove friends	4	4	2
33	View friend list and party members	4	4	2

Requirement ID	Description	Story Points	Priority	Sprint Number

ID	Task	Priority	Sprint	Story Points
34	Profile picture personalization	4	4	5
35	List purchasable items using in-game currency	4	4	3
36	Deduct currency upon purchase	4	4	2
37	Implement randomized reward mechanic for Surprise Box	4	4	3
38	Implement card dealing & turn management for UNO	5	4	5
39	Implement betting logic with currency for Poker	5	4	5
40	Implement turn order & dealer management for Poker	5	4	5
41	Add buy-in mechanic with currency reward for winner (UNO)	5	4	5
42	Create visual reel animation for Slot Machine	5	4	5
43	Add randomized payouts (negative EV) for Slot Machine	5	4	5