

Requirement ID	Description	Story Points	Priority	Sprint Number		ID	Task	Priority	Sprint	Story Points
1	The system should be accessible via a webpage	2	1	1		1	Create a web-based frontend	1	1	2
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		2	Implement backend API	1	1	5
3	The system must create and track user sessions for each user connected.	3	5	1		3	Design REST or WebSocket interface for real-time gameplay	1	1	5
4	The system must be able to support multiple instances(lobbies) of games running at once	5	13	2		4	Ensure backend tracks game state and dealer logic	1	1	5
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		5	Set up persistent storage for user and game data	1	1	3
6	The system must allow users to purchase (simulated since this is a free, school project) additional in-game currency	2	4	2		6	User registration with unique username & password	1	1	3
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		7	Create persistent user sessions per connected client	1	1	3
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		14	Default in-game currency on account creation	2	1	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	Forfeit hand if disconnected during play	1	2	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		9	Implement dealer logic & rules for Blackjack	1	2	5
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		10	Implement betting with in-game currency for Blackjack	1	2	5
9	The system should allow users the option to play alone for games that can be played alone	2	12	2		11	Show current game state and accept input	1	2	3
10	The system should support tracking "parties" which are groups of users that wish to play games together	5	19	3		12	Allow multiple simultaneous game lobbies	2	2	5
11	Users should be able to add/remove friends to their party	2	21	3		13	Assign users to lobbies and manage state isolation	2	2	3

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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		15	Enforce negative expected value on games with payouts	2	2	1
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		16	Allow users to create or join lobbies	2	2	5
13	The system must have a store page that allows the user to purchase in-game reward using in-game currency	5	14	3		17	Show list of available lobbies for each game type	2	2	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		18	Develop Blackjack game flow	2	2	5
15	The user must be able to see their own stats (win/lose, credits) on a page for their account.	2	15	2		22	Develop lobby list & join/create page	2	2	3
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		19	Track wins, losses, credits	2	2	3
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		21	Create distinct UI for each game type	2	3	5
16.1	The system should be able to update the leaderboard dynamically as games conclude	2	17	3		20	Dynamic leaderboard updates as games finish	2	3	2
17	The user must be able to personalize their profile with selectable avatar images	5	22	4		23	Add simulated "purchase" flow for more currency	3	3	2
18	The system should display a separate UI for each game that effectively communicates the game state and accepts user input	5	7	2		24	Create and track "party" groups	3	3	5
19	The user should see visuals depending on if they win or lose a game	2	8	2		25	Auto-seat party members into same lobby	3	3	3
20	The server must force users to forfeit their hand if they disconnect / leave before the hand is over.	2	10	2		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, with surprise boxes.	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

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						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