

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		8	Forfeit hand if disconnected during play	1	2	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		11	Show current game state and accept input	1	2	3
9	The system should allow users the option to play alone for games that can be played alone	2	12	2		12	Allow multiple simultaneous game lobbies	2	2	5
10	The system should support tracking "parties" which are groups of users that wish to play games together	5	19	3		13	Assign users to lobbies and manage state isolation	2	2	3
11	Users should be able to add/remove friends to their party	2	21	3		14	Default in-game currency on account creation	2	1	2
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
13	The system must have a store page that allows the user to purchase in-game reward using in-game currency	5	14	3		16	Allow users to create or join lobbies	2	2	5
14	The system must support a "surprise-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		17	Show list of available lobbies for each game type	2	2	3

[illegible]

