UI-UX PRODUCT BACKLOG REPORT

1. ## LOGIN INTERFACE
   - As a player, I want to be able to see and use the login form
   - As a player, I want to be able to see and use the registration form
   - As a player, I want to have a forgot password option
   - As a player, I want to be able to see all the servers available and select one

2. ## ACCOUNT INTERFACE (AFTER LOGIN)
   - As a player, I want to be able to see my name, general level, no. of games player, etc..
   - As a player I want a menu for seeing and changing my account info
   - As a player, I want to be able to see all my characters with their basic info: name, level, race, role etc
   - As a player, I want to be able to create or delete characters
   - As a player, I want to be able to see all the lobbies that exist
   - As a player, I want to be able to search and filter through all the lobbies
   - As a player, I want to be able to see the create a lobby option
   - As a player, I want to be able to see the join lobby option

3. ## LOBBY INTERFACE
   - As a player, I want to be able to see the other players in the lobby
   - As a player, I want to be able to see the other player's name, selected character, level, etc..
   - As a player, I want to be able to see who is the game-master
   - As a player, I want to be able to see the game's scenario and it's usual duration
   - As a player, I want to be able to see my characters and be able to select one of them
   - As a player I want to see the recommended character roles for the selected scenario
   - As a game-master, I want to be able to see an option for selecting the game's scenario and the maximum number of players
   - As a game-master I want to be able to see the option to invite players to the lobby

- As a game-master I want to be able to see the option to edit the recommended roles list for the specific scenario
- As a game-master I want to be able to see the option to kick a player out of the lobby
- As a player/game-master I want to see a chat window for the lobby and be able to type messages
- As a game-master I want to be able to see a option to start the game
- As a player I want to be able to see an option to quit the lobby and return to the account interface
- As a game-master I want to be able to see an option to delete the lobby and return to the account interface

4. ACTUAL GAME
- As a player, I want to be able to see the map of the game
- As a player, I want to be able to see the other players in my game
- As a player, I want to be able to see the options that I can take when it's my turn
- As a player, I want to be able to see my character move/jump/attack based on the choices I make
- As a player, I want to be able to interact with the diverse objects on the map (fall into a hole, set fire to something, cut/climb a tree, etc)
- As a player, I want to be able to see spells and attacks animations specific for my role
- As a player, I want to be able to see the dices roll on the map
- As a player, I want to see the win/lose screen
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5. GAME GUI
- As a player, I want to be able to see my ms and fps
- As a player, I want to see a icon of my character and my name
- As a player, I want to be able to see my health, mana and energy
- As a player I want to be able to see my stats (strength, dexterity, etc..)
- As a player, I want to be able to see the other player's character icon, health, mana, etc
- As a player I want to see my colleague's stats when I mouse over their icon
- As a player I want to be able to see the minimap

- As a player, I want to be able to see my available spells and their cooldown
- As a player, I want to see basic info about my spells like their description, cast time, cooldown time, mana, etc
- As a player, I want to be able to see the scenario's next objective
- As a player, I want to be able to see a window with details about the game's scenario's, completed objectives, etc
- As a player, I want to have a very simple, fast and easy to use interface to talk to the game-master
- As a player, I want to see a chat for the player's in my game
- As a game-master I want to gave a interface for creating and killing npc's (with their stats also)
- As a game-master, I want to be able to request a skill check for a specific option
- As a game-master, I want to be able to see the npc's stats
- As a game-master, I want to be able to request a saving-throw at any time for any player

DoD – DEFINITION OF DONE

- the component must be implemented after the requirements of the project
- all the necessaries canvases have been created for each step of the game
- all the necessary buttons have been created for each canvas of the game
- the game has all the expected functionalities
- the code has comments in order to be easier to be understood by others (members from the team or the members from other modules)
- the code respects the techniques of clean code and naming convention
- the code passed all the tests and doesn't have bugs
- the game gets the correct information from the server and sends correct data
- the inteface has been tested and all the bugs have been corrected
- a documentation of the game was written