ID	Story Title	User Story	Acceptance Criteria	Business Value	Estimation	Status
1	Development / Fill TODOs in Card and Pile classes	As a Developer, I want to have an environment where Card, Pile classes are all in place and working as expected.	Fill all the //TODO commented places.	100	4	
3	Game / Implement winning condition	As a User, I want to see a "Congratulation" popup when the solitaire is ready. The game flow should halt.	When the foundation piles are full, a popup congratulates us, and I cannot continue the game.	1000	2	
4	Game / Implement restart	As a User, I want to be able to restart the game at any point.	There is a properly working Restart button.	300	3	
6	Game / Shuffle deck on startup	As a User, I want to see a randomly shuffled deck at initialization.	The cards are shuffled initially.	200	1	
7	Game / Implement starting setup of the table	As a User, I want to see the standard Klondike setup dealt on the table.	The cards are dealt initially as expected.	600	4	
8	Game / Implement constraint on foundation piles	As a User, I want to see that foundation piles can be started only with aces AND can be followed by incremental ranks of matching suits.	Improper drag attempts to a foundation pile are rejected.	1000	3	
9	Game / Implement constraint on tableau piles	As a User, I want to see that tableau piles can be started only with kings AND can be followed by decremental ranks of alternating colors.	Improper drag attempts to a tableau pile are rejected.	1000	3	
10	UI / Implement automatic revealing of cards at the top of tableau piles	As a User, I want to see that cards at the top of tableau piles are flipped face up automatically when getting at the top.	Auto flipping happens :)	500	2	