## **Product Backlog**

As a	I want to	Priority	Sprint	Status
Client	See the project arhitecture	High	1	
<b>Unauthorized User</b>	Create a new account	High	1	
<b>Unauthorized User</b>	Login	High	1	
<b>Authorized User</b>	View my profile	Medium		
<b>Authorized User</b>	Change my password	Medium		
<b>Authorized User</b>	Delete my account	Low		

<b>Authorized User</b>	Start a new game	High	1	
<b>Authorized User</b>	Search certain users and invite them to play	Low		
<b>Authorized User</b>	Join a game with randomized players	High		
<b>Authorized User</b>	Comunicate with others players during the game	Low		
<b>Authorized User</b>	Connect to a lobby	High		
<b>Authorized User</b>	Play a game with more authorized users(4)	High		
<b>Authorized User</b>	Be updated with other players status and moves	High		
<b>Authorized User</b>	Play game with robot player/players.	Low		