* **As player I want to log in to my account so that I can enter the game.**
  + As player I want to see a login screen so I can input my credentials. (\*\*)
  + As player I want to have my credentials checked so I can safely log in (\*\*)
* **As player I want to be able to interact with the world so I can progress in the game.**
  + As player I want to see the world screen so I can interact with the world.
    - As player I want to have my inputs recognized so I can move through the world. (\*\*\*)
      * As developer I want find out how much effort it is to implement keyboard input so I know if I should use it. (\*\*\*) (10)
    - As player I want to see the world on the world screen so I know where I am. (\*\*\*)
      * As a developer I want to create a frontend representation of a worldscreen using mock data so I am closer to creating a functional worldscreen.
    - As player I want to see the position of players on the world screen. (\*\*)
* **As developer I want to find out how to make a game.**
  + As developer I want to find out if someone already made a tile based game in angular and if we can use their work. (\*\*\*) (10)
  + As developer I want to find out how routing works (angular) (\*) (7)
  + As developer I want to find out how we are going to enter game data into our database. (\*\*\*) (10)
* **As player I want to be able to accept wild battle requests so I can train and catch monsters.** (\*)
* **As player I want to be able to input commands in battle so I can battle.** (\*)
* **As developer I want to have a class diagram so that I can facilitate development.** (\*\*\*) (30)
* **Setup Git repository** (\*\*) (5)