Product Backlog

Tasks	Description	Complexity	Status
Welcome Screen			
Start Game button	Button that that takes user to class selection screen.	Low	Complete
Tutorial Button	Button that takes user to tutorial screen.	Low	Complete
Tutorial Screen			
Tutorial Information	Game explanation using appropriate pictures.	Low	Complete
Forward and Back buttons	Buttons that take user to different screen in the tutorial	Low	Complete
Playable Tutorial	Tutorial that guides the user while letting them play.	Medium	Incomplete
Coin Flip Screen			
Coin Flip Function	Flips a coin and returns the information to the "Player" class.	Medium	Complete
Player Class Screen			
Select class options	Allows user to choose a class and sends appropriate information to the "Player" class.	Medium	Complete
Add new decks	Creation of new decks and new cards for these decks.	Medium	Complete
Deck Building	Availability for players to choose from a list of cards and alternate to build their decks. They also are able to	High	Complete

	select from class-specific cards.		
Game Playing screen			
Shuffle cards	Shuffles an array of cards on button press. Can only be used twice per game.	Low	Complete
Player class	Class that contains all player information.	Low	Complete
Card effects	Effects for every card in the game.	High	Complete
View Controllers in Game Playing Screen	Different view controllers that take user to different screens depending on what they choose to do.	Low	Complete
Test Functions	Functions that test every card and their interactions	High	Complete
Pausing Functionality	Allows user to pause and unpause while saving the current state of the game.	Medium	Complete
Orientation Options	Allow playing in both landscape and portrait orientations.	Low	Incomplete (Portrait only)
Game Over Screen			
Restart	Takes user to "choose a class" upon button press.	Low	Complete
Assets			
Button Assets	Assets for press and release of buttons.	Low	Complete
Logo Asset	Asset for game's logo.	Low	Complete

App Icon Asset	Asset for app icon.	Low	Complete
Card art Assets	Assets for every card in the game.	Medium	Complete
Health Bar Asset	Assets for every possible health.	Low	Complete
Stamina Bar Asset	Assets for every possible stamina.	Low	Complete
Attack Bar Asset	Assets for every possible attack.	Low	Complete
Coin Asset	Assets for heads and tails of a coin.	Low	Complete
Sounds Assets	Sound effects.	Low	Incomplete
Multiple Devices Support	Allows application to be playable on multiple devices, not only the initially developed for device.	Low	Complete
Animations			
Shuffle Animation	Animation when "Shuffle" button is pressed.	Low	Complete
Zoom Animation	Shows a zoomed version of a card when card is held.	Low	Complete
Online Capability			
GameCenter Online Capability	Allows for "correspondence" type as well as "real-time" type online games.	High	Incomplete (Used Multipeer Connectivity Framework to connect Via Wifi)
Online Timer	Timer for online play so that games do not take forever.	Medium	Incomplete