

Product Backlog

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

Game Playing screen		
Shuffle cards	Shuffles an array of cards on button press. Can only be used twice per game.	Low
Player class	Class that contains all player information.	Low
Card effects	Effects for every card in the game.	High
View Controllers in Game Playing Screen	Different view controllers that take user to different screens depending on what they choose to do.	Low
Test Functions	Functions that test every card and their interactions	High
Pausing Functionality	Allows user to pause and unpause while saving the current state of the game.	Medium
Orientation Options	Allow playing in both landscape and portrait orientations.	Low
Game Over Screen		
Restart	Takes user to “choose a class” upon button press.	Low
Assets		
Button Assets	Assets for press and release of buttons.	Low
Logo Asset	Asset for game’s logo.	Low
App Icon Asset	Asset for app icon.	Low
Card art Assets	Assets for every card in the game.	Medium
Health Bar Asset	Assets for every possible health.	Low
Stamina Bar Asset	Assets for every possible stamina.	Low
Attack Bar Asset	Assets for every possible attack.	Low
Coin Asset	Assets for heads and tails of a coin	Low

Sounds Assets	Sound effects.	Low
Multiple Devices Support	Allows application to be playable on multiple devices, not only the initially developed for device.	Low
Animations		
Shuffle Animation	Animation when “Shuffle” button is pressed.	Low
Zoom Animation	Shows a zoomed version of a card when card is held.	Low
Online Capability		
GameCenter Online Capability	Allows for “correspondence” type as well as “real-time” type online games.	High
Online Timer	Timer for online play so that games do not take forever.	Medium