Story Cards

#1

- **Front Side** :

```
Story Name: Command line version playable

"As a player, I could play the game on the command line."




Sprint:     1
Priority:   9 Points
Cost:       10 Points
```

- **Back Side** :

```
1. The game function could run properly including start and exit.
2. The game could run on any environment with setup version.
```

#2

- **Front Side** :

```
Story Name: Player number

"As a player, I could choose how many players in one game"



Sprint:     1
Priority:   8 Points
Cost:       3 Points
```

- **Back Side** :

```
1. The player number could be chosen at the begging of the game.
2. Relevant log function should be updated according to the actual
player number.
```

#3

- **Front Side** :

```
Story Name: Score borad

"As a player, I wish to see the scoreboard after the game finished."



Sprint:     1
Priority:   7 Points
Cost:       4 Points
```

- **Back Side** :

```
   1. The scoreboard should appear after the player was winning or
losing.
   2. The scoreboard should record the data was generated every round.
   3. The data storage should be in order by the timeline.
```

#4

- **Front Side** :

```
Story Name: Quit the game

"As a player, I wish to quit the game at any time I would like to."


Sprint:     1
Priority:   9 Points
Cost:       4 Points
```

- **Back Side** :

```
   1. Specific 'quit' key should be activated at any time if user wants
to terminate the game.
   2. The instruction of quit game hotkey should be shown at the
begging of the game interface.
```

#5

- **Front Side** :

```
   Story Name: Online version

   "As a player, I wish to play this game on the web page."



   Sprint:     2
   Priority:   8 Points
   Cost:       8 Points
```

- **Back Side** :

```
   1. Relevant JavaScript and Database should be linked.
   2. The interface of the web page for a human player should be clear
and easy to use.
```

#6

- **Front Side** :

```
   Story Name: Web page operation

   "As a player, I wish to play online version game easily by clicking
the bottom."



   Sprint:     2
   Priority:   7 Points
   Cost:       5 Points
```

- **Back Side** :

```
   1. The function of the command line version should be activated by
tracking the action of the mouse.
   2. The interface should give the feedback of player mouse action
including the error warning.
```

#7

- **Front Side** :

```
   Story Name: Web page result

   "As a player, I wish to see the game result of the online version."


   Sprint:     2
   Priority:   7 Points
   Cost:       5 Points
```

- **Back Side** :

```
   1. The web page interface should be showing a window of the result
of the game after finished.
   2. The storage of game data should be pulled out once the game
finished.
```

#8

- **Front Side** :

```
   Story Name: Card picture

   "As a player, I wish to have a unique card image."


   Sprint:     1
   Priority:   5
   Cost:       4 Points
```

- **Back Side** :

```
   1. Card image should have individual storage database wich linked to
the card array list.
   2. Each unique card image should link to the according card (card
name).
```