

Product Backlog for CSE 360 Project					
Story ID	Story name	Status	Size	Sprint	Comments
1	Register player in the system	Done	2	2	Record a player information
2	Play game	Done	5	2	Start the game
3	Make a guess	Done	3	2	Player make a guess
4	Use option board	Done	8	2	Get an external help
5	Roll six dices	Done	5	2	
6	Earn 15 pts if it correct from 1 st attempt	Done	5	2	Earn 15 points if the number matches from 1 st attempt.
7	Earn 4 pts if $1 \leq$ guessed number ≤ 5	Done	2	2	Earn 4 points if the number guesses matches from 1 st attempt.
8	Earn 2 pts if $6 \leq$ guessed number ≤ 10	Done	3	2	Earn 2 points if the number guesses matches from 1 st attempt.
9	Earn 3 pts if guessed number > 10	Done	5	2	A player earn 3 points if the other player's guess > 10 .
10	View Statistics of the game	Done	4	2	Show the statistics of the game to the users.
11	Know if the number is even or odd.	Done	5	2	Know if the number is or odd and earn half the possible points.
12	Know the range that the number lies within	Done	6	2	Know the range that the number lies within and earn 5 points.
13	Record player's name in database	Done	3	2	Earn 15 points if the number matches from 1 st attempt
14	Record player's email in database.	Removed	3	2	
15	Record player's age in database.	Removed	3	2	
16	Record player's score.	Done	3	2	Record the player's score in the database to keep track of the scores.
17	Play in a challenge mode.	Done	5	3	Play in challenge mode

18	In challenge mode, player loses points based on the number of times the number on the die is repeated in a single throw.	Done	3	3	The player loses a number of points based on the number of times the number on the die is repeated in a single throw. ex: if a player throws six dices and two of the them match, he/she loses 2 points.
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