

StoryCards

Jasmin, Lydia, André; Prio = 0 Min till 5 Max, expenditure = 1 \triangleq 1 h.;

1.Iteration

Name	Prio	risk	Details	Expendit.	Acceptance crit.
1.1 Prog. Start	5	High	¬GUI	4-6	Should start
1.2 Cfg. Change	3	Mid	Show in Check?	3-6	Manuals
1.3 Game modification	1	Low	PvP	1-2	Output msg
1.4 Start Game	5	High	Load board / minions	8-12	Load board
1.5 Board View	1	Mid	Perspective s/w	4-6	Change view
1.6 Defeated Minions	1	Low	Console out	5-8	Print/Show defeated
1.7 Turn	4	High	Must be legal	6-12	Manuals
1.8 Game Over	4	High	Check Victory conditions	6-14	Manuals
1.9 End-Game	0	Low	Alt + F4	2	Safe terminating game
1.10 Debug	5	Low	Solve bugs	10-16	Error-free

2.Iteration

Name	Prio	risk	Details	Expendit.	Acceptance crit.
2.1 2D GUI	3	Mid	GUI board / minions	20-30	Solve requirements (12pkt)
2.2 Turn Suggestion	0	Low	Legal turns	4-6	Manuals
2.3 Easy-KI (EZ Ki)	3	Mid	Movement suggestion; PvE Game;	16-20	Error-free
2.4 flexible minions	2	Mid	Change to other minion	2-4	Error-free
2.5 change color	1	Low	In PvE-Game	1-3	Error-free
2.6 Debug	5	Low	Solve bugs	18-24	Loss-free

3.Iteration

Name	Prio	risk	Details	Expendit.	Acceptance crit.
3.1 LAN Mode	3	Mid	Protocol creation; Lan-Con. End early (vic.conditions); Check enemys connection	10-14	Error-free connection to g37's game

Optional (we have not decided yet which feature implemented in third iteration)

Name	Prio	risk	Details	Expendit.	Acceptance crit.
4.1 Resizable (1)	n/a	n/a	Resizable GUI	n/a	Error-free
4.2 clock (2)	n/a	n/a	Expiring clock	n/a	Error-free
4.3 Dual Lang. (2)	n/a	n/a	Optional languages	n/a	Error-free
4.4 Save/Load (3)	n/a	n/a	Save coords/turn	n/a	Error-free
4.5 Undo (3)	n/a	n/a	Undo turn, save history	n/a	Error-free
4.6 3D-GUI (5)	n/a	n/a	3D optic, spin board	n/a	Error-free
4.7 Hard-Ki (5)	n/a	n/a	α/β -Pruning	n/a	Error-free
4.6 Debug	5	Low	Solve bugs; optimize	12-16	Error-free