Kanban Board

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| Task | In progress | | | Backlog | Done |
| Development | Modify | Review |  |  |
| **Sprint 1** |  |  |  |  |  |
|  |  |  |  |  | A feature that prompts the user to enter the number of players (2-4). |
|  |  |  |  |  | A feature that prompts the players to enter the player’s names. Their names should be used in later prompts. |
|  |  |  |  |  | A feature that randomly chooses the order in which the players play and informs the users. |
|  |  |  |  | A feature that randomly selects a starter habitat tile for each player. |  |
|  |  |  |  | A feature that randomly selects 4 habitat tiles and 4 paired wildlife tokens and displays them. |  |
|  |  |  |  | A feature that displays the first player’s habitat and prompts the user for command input. |  |
|  |  |  |  |  | A feature whereby a “next’ command causes the next player’s habitat to be displayed. |
|  |  |  |  |  | A feature whereby a “quit” command causes termination of the program. |
| **Sprint 2** |  |  |  |  |  |
|  | A feature that displays the first player’s habitat and prompts the user for command input. |  |  |  |  |
|  | A feature that detects when the user has the option of a cull. Ask the users whether to cull or not and apply this. |  |  |  |  |
|  | A feature that allows the user to select a habitat tile and wildlife token pair. |  |  |  |  |
|  | A feature that allows the user to rotate the selected habitat tile. A way to do this is to offer a menu of possible angles. |  |  |  |  |
|  | A feature that allows the user to place the selected habitat tile on the board. A way to do this is to label the possible locations with letters or numbers. Placement must follow the rules of the game. |  |  |  |  |
|  | A feature that allows the user to place the selected wildlife token on the board. A way to do this is to label the possible locations with letters or numbers. Placement must follow the rules of the game. |  |  |  |  |
|  | A feature that allows the user not to place the token. |  |  |  |  |
|  | A feature that detects that a token cannot be placed, reports this to the user and continues with the game. |  |  |  |  |
|  | A feature that gives the player a nature token if the wildlife token is placed on a keystone tile. |  |  |  |  |
|  | A feature that replaces the selected tile and token in the 4 visible pairs. |  |  |  |  |
|  | A feature that allows to the players to take turns playing that game. The “done” command should be removed. |  |  |  |  |
|  | A feature that detects if no more tiles are available and ends the game. |  |  |  |  |
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