

**Note:** Priority is measured from 0 being first priority.

[Title:] [Priority:] [Estimate:]

**User Story:**  
As a [description of user],  
I want [functionality]  
so that [benefit].

**Acceptance Criteria:**  
*Given* [how things begin]  
*When* [action taken]  
*Then* [outcome of taking action]

[Title: *Player*] [Priority: 0] [Estimate: *Play the Game*]

**User Story:**  
  
As a player,  
they can set names/icons and play the game  
so that the game can determine the winner.

**Acceptance Criteria:**  
  
*Given* a grid with empty slots.  
*When* a player move, their icon is shown in the given slot.  
*Then* if a player has a four in a row, they win.  
If a player blocks a move then the dominating pieces in the row will disappear.  
If all slots are full and no winner, then draw.

[Title: *Players Class*] [Priority: 2] [Estimate: *Length of Game*]

**User Story:**  
As a Players class,  
it stores player names and icons  
so that the game can communicate to the users.

**Acceptance Criteria:**  
  
**Given** user input from the player  
**When** the game loads  
**Then** the user can interact with the  
Grid class to start playing the game.

[Title: *GameStatus Class*] [Priority: 1] [Estimate: *Length of Game*]

**User Story:**  
As a GameStatus class,  
it controls the status of the game  
so the game continues or ends appropriately.

**Acceptance Criteria:**  
  
**Given** the Grid class  
**When** the grid has been updated  
**Then** inform the players if there  
is a winer or not, and who it might be.

[Title: *Grid Class*] [Priority: 3] [Estimate: *Length of Game*]

**User Story:**  
As a Grid class,  
it creates a grid layout and displays the grid to the players  
so the players can see what moves the other player made.

**Acceptance Criteria:**  
  
**Given** player icons and player moves  
**When** player sets up icons and makes a move  
**Then** grid will store grid with the players  
icons where they moved.