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 winenr 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.