Product Backlog

ID	As a	I want to be able to		Priority	Status
1	Client & Game Designer	Have acces to the Architectural design		High	Done
2	Game Designer	Search a good design fit for storytelling		High	Done
3	Game Designer	See the Wireframe Design		High	Current
4	Client & Game Designer	Use and navigate to	Register	High	Done
5	Player & Game Designer		Login	High	Done
6	Player & Game Designer		Error display	High	Done
7	Player & Game Designer		Menu	High	Done
8	Player & Game Designer		Settings (Menu)	High	Done
9	Player & Game Designer		Profile (Menu)	High	Done
10	Player & Game Designer		Board Game	High	Not Started
11	Player & Game Designer		Game Components (pieces - cities, settlements, roads, cards - resource cards, development cards)	High	Not Started
12	Player & Game Designer		Trade Menu	High	Not Started
13	Player & Game Designer	Set name and character		High	Done
14	Game Designer	Test the User Experience		High	Current
15	Player & Game Designer	Have sounds	Sounds Button	Medium	Not Started
16	Player & Game Designer		Background Music	Medium	Not Started
17	Player & Game Designer	Use and navigate to	Welcome Page	Medium	Done
18	Player & Game Designer		Settings Box during the game	Medium	Not Started
19	Player & Game Designer		Status Bar during the game	Medium	Not Started
20	Player & Game Designer		Actions Panel (roll dice, use piece etc.)	Medium	Not Started
21	Player & Game Designer		Chat Box	Medium	Not Started
22	Player & Game Designer	See the animation for Pieces (Bridge/settlementd) being placed on board		Low	Not Started
23	Player & Game Designer	See the Statistics of the game at the end		Low	Not Started
24	Player & Game Designer	Use and navigate to Game Extensions (seafarers, knights and cities etc)		Low	Not Started