Sprint#1_DoD

ID	Task		Story	Priority	Status
1	Have acces to	a list with all Team Members	Add pdf document with all Team Members	High	Done
2		the C4 Component Diagram	Add image format of the C4 Component Diagram	High	Done
3		the Class Diagram	Add image format of the Class Diagram	High	Done
4		Product Backlog	Add pdf document of the Product Backlog	High	Done
5		the Sprint Backlog	Add pdf document of the Sprint Backlog#1	High	Done
6		Definition of Done	Add pdf document of the Definition of Done#1	High	Done
7	Search a good design fit for storytelling		Documentation	High	Done
8	See the wireframe design for	Register	Add image format of the wireframe design for Register	High	Done
9		Login	Add image format of the wireframe design for Login	High	Done
10		Error display	Add image format of the wireframe design for Error display	High	Done
11		Menu	Add image format of the wireframe design for Menu	High	Done
12		Settings (Menu)	Add image format of the wireframe design for Settings	High	Done
13		Profile (Menu)	Add image format of the wireframe design for Profile	High	Done
14		Lobby	Add image format of the wireframe design for Lobby	High	Done
15	Use and navigate to	Register	Create an interface for a new user to be able to register	High	Done
16		Login	Create an interface for a user to be able to login	High	Done
17		Error display	Create an interface for a user to see connection errors	High	Done
18		Menu	Create an interface for menu to navigate tru the features of the game	High	Done
19		Settings (Menu)	Create an interface for settings to change the game options	High	Done
20		Profile (Menu)	Create an interface for profile to see your own progress in the game	High	Done
21	Set name and character		Create an interface to be able to set name and character	High	Done
22	Test the User Experience		Test the game with real users	High	Current
23	See the wireframe design for Welcome Page		Add image format of the wireframe design for Welcome Page	Medium	Done
24	Use and navigate to Welcome Page		Create an interface for introduce the game	Medium	Done