

## Sprint Backlog #1 for Game Engine

ID	Story	Priority
1	As a client, I want to have a Component Diagram, so that I can see the responsibilities, interactions and technologies.	high
2	As a client, I want to have a Class Diagram, so that I can see what fields and methods are used.	high
3	As a game developer, I want to have access to the Product Backlog, so that I can see the requirements of the game owner.	high
4	As a game developer, I want to have access to the Sprint Backlog, so that I can see my current tasks.	high
5	As a client, I want to have access to the Definition of Done, so that I can see which user stories are completed.	high
6	As a player, I want to choose between the base game and some expansions, so that I can have various game possibilities.	medium
7	As a client, I want to have a session configuration, so that a player will only intervene in the session he entered.	high
8	As a client, I want to have a turn manager, so that a player will only intervene when he has the right to do so.	high
9	As a client, I want to have a primary game flow configuration, so that I can see if the game rules are respected.	high