

## Sprint Backlog #2 for Game Engine

ID	Story	Priority
1	As a player, I want to read the description of each scenario, so that I can choose the scenario I like the most.	high
2	As a player, I want to have a different board each game, so that I do not use the same board each game.	high
3	As a client, I want to have the request and responses prototypes, so that I can see the communication protocol between project modules.	high
4	As a client, I want to see a game simulation in console, so that I can see how the game works.	high