**User Story:**

1. As the user, I should be able to play with up to 10 players.

**Estimate time:** 3 hours

**Priority:** High

1. As a user, I should be able to add name to the light cycle bike.

**Estimate time:** 2 hours

**Priority:** Medium

1. As a user, I should be able to see my score on the Leader Board.

**Estimate Time:** 2 hours

**Priority:** High

1. As a user, I should be able to exit the game without interrupt the game play.

**Estimate Time:** 3 hours

**Priority:** High

1. As a user when control the light cycle bike, I want it to be able to jump to avoid jet-wall of another player’s bike.

**Estimate time:** 5 hours

**Priority:** Low

1. As a user, I should be able to create new player to play the game

**Estimate time:** 1 hours

**Priority:** High

**Spike Story:**

1. In order to have 10 players play at the same time one single UDP multicast server must be establish.
2. In order to send game packets to user upon request a UDP multicast protocol must be used.

**UML Diagram:**

**A screenshot of a map

Description automatically generated**