

Sprint 1

~~Sprint 2~~ ~~Sprint 3~~

~~Sprint 4~~

1. Use cases

1. Detect objects
 - (AR) Recognition of 2D Images.
 - Action on Recognition
 - Unrecognizable Image
 - Wrong Input Image
 - Detecting same image multiple times
- ~~Use cases~~
Features
- Tests

2. Retrieve Information
 - Information about particular object is displayed.
 - Information is correct or not
- Features
~~Use cases~~
- Tests

Sprint 2

1. Compare the objects (Both Single - Player & Multi - Player Mode)
 - Given a particular attribute, determine which object has maximum value on the basis of that attribute.
 - Given 1 object only
 - If the objects value are equal
 - If the 2 objects are same
- Features
- Tests

Sprint 2.

1. View the category of comparison.
 - On the basis of which category the comparison has to be done] ~~use cases~~ Features
 - Getting the value of chosen category (Tests)
2. Comparison of objects!
3. Detail Information about the Game
 - Involves. Leaderboard, Help etc.

Sprint 3.

1. Connect^{to} the Server.
 - Connect ~~multi~~ server to multi-player ~~use~~
 - Connect all players to multi-player mode.] Features
 - Less than 2 players] Tests
 - Server Down.
 - Invalid login
 - Limit exceeded. for the players.
2. Score Display.
 - Display ~~all~~ the scores of all.] Features
 - Check if the scores are updated correctly or not] Test



Sprint 4.

1. Watch Statistics

- Leader - Board. — Features
- * — check if the users are displayed in the decreasing order of their scores] test

2. Choosing Interactive Character.

- The character which will interact with the user. & tell whether the answer is correct or not.] feature

*