User stories	As a player I want to be able to use the app with a window with intuitive buttons			As a player, I want the gameplay to be interesting and fun.			As a player, I want to answer a wide variety of questions during the game and be accompanied with pictures			As a player, I want to be able see the scores of other people that played singleplayer in a leaderboard			As a player, I want to communicate with other players using emoticons so that I can share my feelings and interact with other players.			As a player, I want to be able to use different kinds of power-ups			As a user I want to play games with other people. (Even when others games are already happening)			As a client, I want the program to support multiple games simultaneously so that as many people can play at the same time.		
Milestones	Splash screen			General gameplay			Question			Leaderboard Screen			Emotes			Power-ups			Multiplayer			Lobby Screen		
	Issue	Priority	Labels	Issue	Priority	Labels	Issue	Priority	Labels	Issue	Priority	Labels	Issue	Priority	Labels	Issue	Priority	Labels	Issue	Priority	Labels	Issue	Priority	Labels
	Make a graphical design/layout of the splash screen. The layout should contain a singleplayer, multiplayer and leaderboard button. There should also be a name text field.	MUST	Frontend	In each game, every player has their own timer field. Every question, this field is reset to 10-20 seconds and every second, the updated time is sent to the clients.	MUST	Backend, Multiplayer	Client sends GET request to server and server sends the same response (the question retrieved from the database) to all the players in the game the client is in.	MUST	backend, database, multiplayer	Use scenebuilder to implement the design layout	SHOULD	frontend	Pressing the button for an emote should send the corresponding emote to other clients in the game using websockets. This action is send across the lobby using websockets so it allows for real-time updates.	SHOULD	backend, multiplayer	Implement the required server-client communication to make the used power-ups effective for every player in the current game room. If it is a power-up that affects other player's games, clicking the power-up button should send a message to the server which will in turn be sent to other players. Also, clients should be able to interpret the message and execute the power-up.	SHOULD	backend, multiplayer	Implement a UI for the question screen for when a picture is displayed(positioning change).	COULD	frontend, multiplayer	Show the nickname of each player that is currently in the lobby. Update/remove on leave/join.	COULD	frontend, lobby, multiplayer, singleplayer
	Use scenebuilder to implement the design layout	MUST	Frontend	Implement websocket communication during gameplay	MUST	Backend	Implement a system so that random questions get pulled from the database	MUST	backend, database	Make a graphical design/layout of the leaderboard screen. The layout should contain a table with the top 10 scores and corresponding names. There should also be a button to go back to the previous menu.	SHOULD	frontend	For each emote there should be a button to press which triggers an action to react to a given question.	SHOULD	backend, frontend	Implement the required game logic to use double points power-up which allow the player to get double the normal points if the question is answered correctly.	SHOULD	multiplayer	Generate a client id for every player that is participates in multiplayer	MUST	backend, multiplayer	A button should be added to allow any player to start the game. There is no requirement with regard to how many players should be in the lobby before starting.	MUST	frontend, lobby, multiplayer, singleplayer
				There should be a way to calculate the score for a player based on how quickly they answer a question and their number of correct answers.	SHOULD	Backend	Get the question text into server memory from the database.	MUST	backend, database	Singleplayer scores should be saved both client-side and server-side in a database	SHOULD	Backend, Database, Singleplayer	Design/Find appropriate emoticons. (We could use Unicode emotes)	SHOULD	frontend, multiplayer	Implement the required game logic to use decrease time power-up which decreases the remaining time by half for other players.	SHOULD	multiplayer	Create a map that links gameID for every game object. Use those game ID for the server to differentiate different games and the appropriate backend message broadcasting	MUST	backend, multiplayer	Display how many users are currently in the lobby; update on join/leave.	COULD	frontend, lobby, multiplayer, singleplayer
				Each player should be able to view their own score during the gameplay	SHOULD	Frontend										Implement the required game logic to use remove incorrect answer power-up which removes one of the incorrect answers from the current question's options.	SHOULD	multiplayer	For the multiplayer game, generate and show leaderboard every 10 questions and at the end	SHOULD	frontend, multiplayer	The back button will allow you to leave the lobby screen, whereas the force quit button will close the application. Upon clicking the force quit button, a pop-up is displayed asking for confirmation.	SHOULD	frontend, lobby, multiplayer, singleplayer
				There must be a way to select a random question from the database in order to send it to all players when needed.	MUST	Backend, Database										Design an appropriate UI to be able to use power-ups.	SHOULD	frontend	Create a game lobby object. When users press the 'multiplayer button' they are automatically put into a game lobby to standby before the game is started. Once a game is started, the game lobby is emptied to accept new players for new game	MUST	backend, multiplayer			