CSE 360 Group 4

4/15/2016

**Backlog**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Story | Status | Participants | Sprint | Comments |
| As a *Player* I want *a Graphical User Interface (GUI)* in order to *have a good gaming experience* | Done | Armaan | 2/3 | Create a GUI that will appeal to the player |
| As a *Player* I want to *start a new game* in order to *play a new round* | Done | Armaan | 2 | Initialize a new Game object |
| As a *Player* I want to *specify the player count*, in order to *initialize the game* | Done | Aaron | 2 | Sets the size of the player array |
| As a *Player* I want to *add myself to the game* in order to *play the game.* | Done | Andrew/ Aaron | 2 | Create a new player object and add to the array |
| As a *Database* I want to *load players previous game statistics* in order to *allow players to view past records* | Done | Nathanial/ Aaron | 2/3 | Load and save stats to text file |
| As a *Player* I want to *view the leaderboard of other Players* *stats* in order to *compare them to my stats.* | Done | Nathanial | 2/3 | The total player statistics are loaded into a Linked List |
| As a *Player* I want to *have a set of random X amount of Dice* in order to *get a new round started* | Done | Andrew | 2/3 | Create a new Dice object and randomize each roll |
| As a *Player* I want to *make a bid of an amount of valued dice* in order to *play my turn* | Done | Armaan | 2/3 | Ex: 4 fours, or 2 ones |
| As a *Player* I want to *call another Player’s bid*, in order *that all Players must reveal and compare dice* | Done | Group | 3 | This will signal the end of a round |
| As a *Player* I want to *win / lose the round* in order to *gain / lose points and wins for my statistics* | Done | Armaan | 2/3 | One players wins when all the other players dice count reaches zero |
| As a *Player* I want to *be able to play against a computer AI opponent* in order to *play a game alone* | Done | Group | 3 | Computer AI will have easy, medium, hard difficulty |

**Use Case Diagram**

Player

Database

A.I.

