

Customer Wishlist	Tasks
“As a customer, I would like to have Bucknell properties, so I can purchase them”	<ul style="list-style-type: none"> <li>- Make property class (3 hours) <ul style="list-style-type: none"> <li>- Make the instance variables, getter methods,</li> </ul> </li> <li>- Make space class (1 hour)</li> <li>- Make player class (2 days)</li> </ul>
“As a customer, I would like to have a bank account so I can manage it”	<ul style="list-style-type: none"> <li>- Make account class (1 hour)</li> </ul>
“As a customer, I would like to have the board itself set up like a traditional monopoly board”	<ul style="list-style-type: none"> <li>- Make board class (2 days)</li> </ul>
“As a customer, I would like to keep track of the properties I own so I can have monopolies	<ul style="list-style-type: none"> <li>- Set up player instance variables</li> </ul>
“As a customer, I would like to have the non-property spaces be Bucknell related”	<ul style="list-style-type: none"> <li>- Make Jail Class - subclass of space (0.5 hour)</li> <li>- Make Go to Jail Class- subclass of space (0.5 hour)</li> <li>- Make Free Parking class- subclass of space (1 hour)</li> <li>- Make Chance class- subclass of space (1 hours)</li> <li>- Make Community chance class-subclass of space (1 hours)</li> <li>- Make Tax class- subclass of space (1 hour)</li> </ul>
“As a customer, I would like to have the game handle taking turns, starting, and terminating the game, for a real game experience.”	<ul style="list-style-type: none"> <li>- Make game class (3 hours)</li> </ul>
“As a customer, I would like the player to move around the board and interact with the spots on the board”	<ul style="list-style-type: none"> <li>- Player class moving functionality (1 hour)</li> <li>- Player class purchasing functionality (1 hour)</li> <li>- Player class non-property functionality (2 hours)</li> </ul>
“As a customer, I would like to be able to roll the dice, in order to see how many spots I will go”	<ul style="list-style-type: none"> <li>- Make the Dice class (1 hour)</li> </ul>

“As a customer, I would like to be able to view the board as I play”	- Make board GUI (5 hours)
“As a customer, I would like to have an interactive user interface for selecting options for purchasing property”	- User popup options for purchasing property (3 hours)
“As a customer, I would like to have my turn be interactive, roll dice, move space, show consequence”	- User popup alerts about their turn (2 hours)
“As a customer, I would like to be able to see my playing piece move around the board	- GUI shows user moving around the board (3 hours)
“As a customer, I would like to visually see what properties are available for purchase”	- GUI shows which properties are purchased, which have a monopoly, and which are available (3 hours)
“As a customer, I would like to be able to visually see my player stats (what I own, my bank account etc.)”	- GUI has an option for showing the user stats (3 hours)
“As a customer, I would like to have fun visuals showing the dice rolls”	- GUI has fun interactive dice roll (3 hours)

TOTAL ESTIMATE = 5 days, 14 hours