# Jira Structure – Guessing Game

## Epics

### EPIC-1: Game Logic – All logic related to guessing, input, and results.

### EPIC-2: User Experience – Design, usability, visuals, and instructions.

## User Stories

### US-1

Description: As a user, I want to input a number to guess the computer’s number.

Epic: EPIC-1

### US-2

Description: As a user, I want feedback on whether my guess was too low or too high.

Epic: EPIC-1

### US-3

Description: As a user, I want a clear design and instructions so the game is easy to understand.

Epic: EPIC-2

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## Tasks

### TASK-1.1

Description: Create number input.

User Story: US-1

Story Points: 1

Due Date: 04.06.2025

Priority: High

Definition of Done:

* Code works and is tested.
* Committed to GitHub (commit message: corresponding TASK-ID).
* Marked as ‘Done’ in Jira.
* Design reviewed (if visual).

Suggested commit message: TASK-1.1: Create number input

### TASK-1.2

Description: Validate if input is a number.

User Story: US-1

Story Points: 1

Due Date: 05.06.2025

Priority: High

Definition of Done:

* Code works and is tested.
* Committed to GitHub (commit message: corresponding TASK-ID).
* Marked as ‘Done’ in Jira.
* Design reviewed (if visual).

Suggested commit message: TASK-1.2: Validate if input is a number

### TASK-1.3: Check if user won

Description: Verify if the user's guess matches the secret number and handle the win condition.  
User Story: US-1  
Story Points: 1  
Due Date: 11.06.2025  
Priority: High  
Definition of Done:

* Win condition logic is implemented (exact match check).
* Victory message (e.g., "Correct! You win!") is displayed.
* Input/buttons are disabled after winning (or restart is prompted).
* Code is tested and functional.
* Committed to GitHub with message: TASK-1.3: Check if user won.
* Marked as ‘Done’ in Jira.  
  Suggested commit message: TASK-1.3: Check if user won

### TASK-2.1

Description: Logic: Compare input to the correct number.

User Story: US-2

Story Points: 2

Due Date: 06.06.2025

Priority: High

Definition of Done:

* Code works and is tested.
* Committed to GitHub (commit message: corresponding TASK-ID).
* Marked as ‘Done’ in Jira.
* Design reviewed (if visual).

Suggested commit message: TASK-2.1: Logic: Compare input to correct number

### TASK-2.2

Description: Feedback: "Too high" or "Too low".

User Story: US-2

Story Points: 2

Due Date: 07.06.2025

Priority: High

Definition of Done:

* Code works and is tested.
* Committed to GitHub (commit message: corresponding TASK-ID).
* Marked as ‘Done’ in Jira.
* Design reviewed (if visual).

Committed to GitHub with message: TASK-2.2: Feedback: "Too high" or "Too low".

### TASK-2.3: Allow another attempt

Description: Enable the user to make a new guess after receiving feedback.  
User Story: US-2  
Story Points: 1  
Due Date: 12.06.2025  
Priority: High  
Definition of Done:

* Input field and submit button are re-enabled after feedback.
* Input field is cleared for the next guess (optional).
* Game state persists (secret number remains unchanged).
* Code is tested and functional.
* Marked as ‘Done’ in Jira.  
  Suggested commit message: TASK-2.3: Allow another attempt.

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### TASK-3.1

Description: Style button and input field.

User Story: US-3

Story Points: 1

Due Date: 08.06.2025

Priority: Medium

Definition of Done:

* Code works and is tested.
* Committed to GitHub (commit message: corresponding TASK-ID).
* Marked as ‘Done’ in Jira.
* Design reviewed (if visual).

Suggested commit message: TASK-3.1: Style button and input

### TASK-3.2

Description: Add game instructions and text.

User Story: US-3

Story Points: 1

Due Date: 09.06.2025

Priority: Medium

Definition of Done:

* Code works and is tested.
* Committed to GitHub (commit message: corresponding TASK-ID).
* Marked as ‘Done’ in Jira.
* Design reviewed (if visual).

Suggested commit message: TASK-3.2: Add game instructions and text

### TASK-3.3

Description: Create a "Restart Game" button to reset the game state (resets attempts, generates a new number, clears input/feedback).

User Story: US-3

Story Points: 1

Due Date: 10.06.2025

Priority: Medium

Definition of Done:

* Button exists and is visible after game ends or at an appropriate time.
* Correctly restarts the game: resets attempts, generates a new number, clears input, enables/disables buttons as needed.
* Code works and is tested.
* Committed to GitHub (commit message: corresponding TASK-ID).
* Marked as ‘Done’ in Jira.
* Design reviewed (if visual).

Suggested commit message: TASK-3.3: Create restart game button