**GITHUB LINK:**

[**https://github.com/asmitapyakurel/pyakurel\_asmita\_assignment/tree/master/src/com/company**](https://github.com/asmitapyakurel/pyakurel_asmita_assignment/tree/master/src/com/company)

**USER STORIES:**

1. As a user, I want to use the keyboard so that I can have control upon character.

Estimate: 4 hours

Priority: high

1. As a user, I don’t want to wait for a long time to start game.

Estimate: 6 hours

Priority: high

1. As a user I want to connect to a server to view games I can join.

Estimate: 1 day

Priority: high

1. As a user, I should be notified when I am very near to the edge of the grid as the user cannot travel beyond the grid.

Estimate: 1 day

Priority: very high

1. As a user, I want to send text messages to the server so that I can have chat with others**.**

Estimate: 6 hours

Priority: high

**SPIKE STORIES:**

As a user, I want to use UDP for sending and receiving the instructions from server.

**Spike solving steps:**

Research about how to implement UDP and its beneficiary to the application.

Select feasible solution.

Try to apply and test.

Find a reliable way to apply the buffer.

**Steps of Implementation:**

Keep information of character in a buffer which is sent by a sender class.

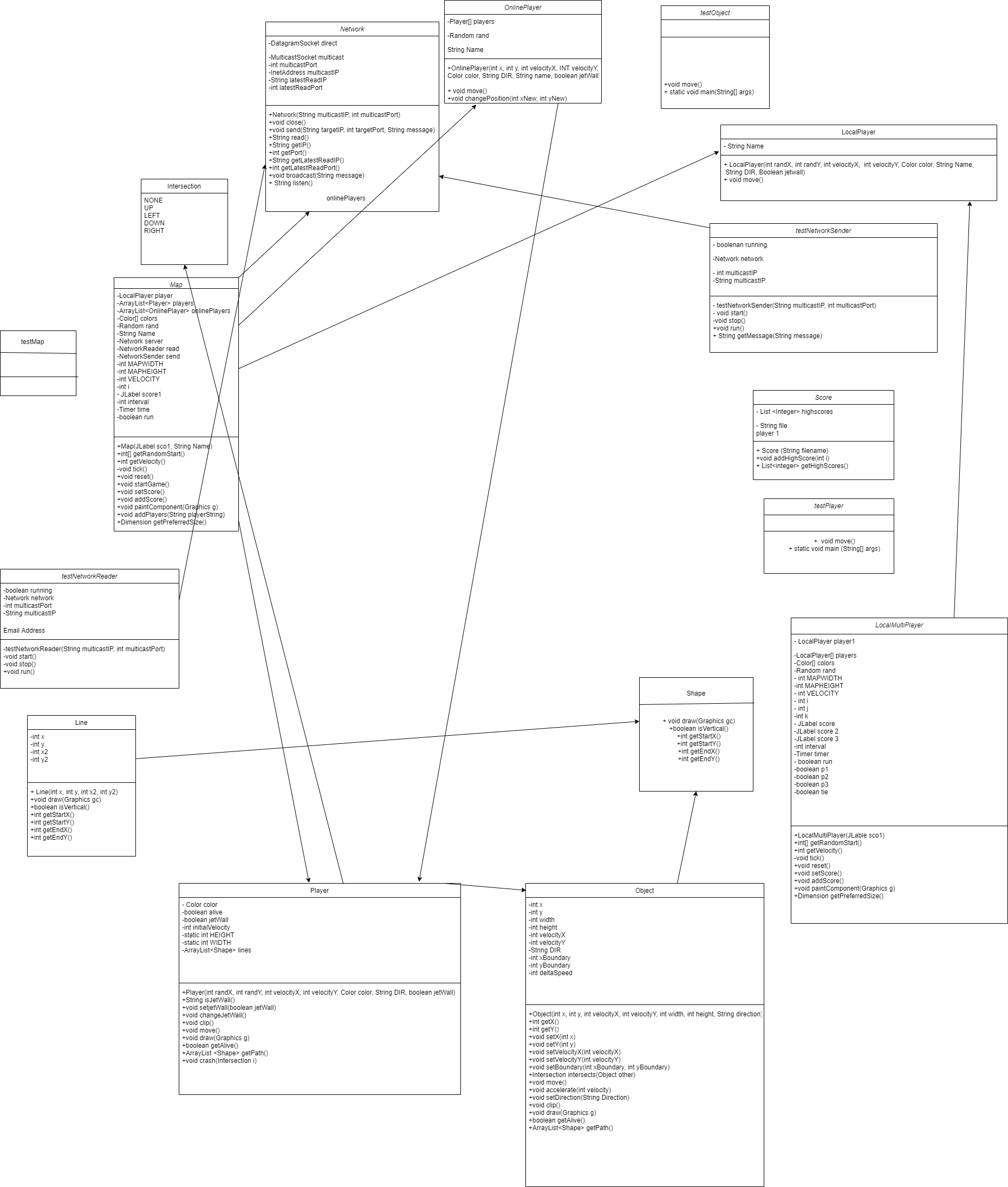
have information that is received by a receiver class.

After reading all the information decode the message and revise the grid with new character information in real time.

Repeat the process in game.

**UML DIAGRAM:**

UML diagram is below**:**

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