

Stories:

- As a player, I want to be able to access the main menu of the application so that I can navigate through different options (Play, Rules).
- As a player, I want to be able to consult the rules.
- As a player, I want to be able to choose my nickname.
- As a player, I want to be able to create my LAN lobby so that my friends can join.
- As a player, I want to be able to join an existing LAN game so that I can play with other players already in the game.
- As a player, when I'm in the lobby, I want to be able to choose my team.
- As a player, when I'm the owner of the lobby, I would like to be able to start the game and play the game with its rules.
- As a player, I want to be able to switch the game from Briscola to Scopa using a token so that we can dynamically change the game during the match.
- As a player, during the game, I would like the game to keep track of key information during the match, such as current scores, which players have a token available and whose turn it is currently.
- As a player, I want final scores to be calculated at the end of the game and the winning team declared so that it's clear which team won the match.
- As a player, I want to be able to return to the main menu after the end of the game so that we can decide whether to start a new game or exit the application.
- As a player, I want to be able to keep track of games won and lost.

Tasks:

-Asset research: (1)

Identify the necessary graphic assets for the main menu interface, lobby, and the game itself (Arttu)

Do some sketches of what the game should be like (Arttu)

-Creation of main menu: (1)

Create the main menu user interface (Oscar)

Implement navigation between different menu options

-Define game rules and test the game (Riccardo)

-Create a section for the game rules

-Get github working (Riccardo)

-Creation of a LAN match: (1)

create the match creation menu interface (Raoul)

Implement logic for creating a lobby (Federico)

-Joining an existing lobby: (1)

create the interface for joining a match already existing (Raoul)

Implement logic for searching and joining a lobby via game-code (Federico)

-Creation of gameplay:

-Create the match interface for visualizing cards, players' moves

-Create the match interface for current scores and whose turn it is currently

-Create interface to allow players to trigger the switch using a token

-Implement game logic for Briscola

-Implement game logic for Scopa

-Implement game logic behind tokens

-End of the match:

Create interface to display final results and declare the winning team

Implement logic to calculate final scores at the end of the game

-Return to menu:

Add button or functionality to return to the main menu after the end of the game