Risks:

1. Mission Critical Features
   1. Client-Server connectivity
   2. Server data storage
   3. Game logic
   4. Basic Client Functionality
2. Time Consuming Features
   1. GUI
   2. Database CRUD functionality

User Stories:

1. As a User, I want to register an account and login so I can play the game.
   1. Users must be able to register accounts and subsequently login
   2. Usernames cannot be duplicates, and should be checked prior to registration attempt
2. As a Player, I want to compare my score to other players so I can judge my performance.
   1. Players can check their score
   2. Players can look at the scores of other players in comparison to their own
3. As a Player, I want to be able to place bets on winning so I can compete with others.
   1. Players can make bets prior to coin flip
   2. Betting cannot exceed own score balance
   3. Upon winning/losing, player score is updated to new value
4. As an Administrator, I want to store player information in a database, so I can keep track of it easier.
   1. Player and user data is stored in a database on the server-side
   2. Server must handle data incoming/outgoing from/to client
   3. Database must properly organize data and query correct information for requests
5. As a Player, I want an organized gameplay window so I can find features easier.
   1. GUI must be organized and easily understandable
   2. Additional windows and panes can be added for improved readability
6. As a Publisher, I want the game logic to be run on the server-side so I can track player data.
   1. Game logic will be run on the server, then communicated to the client
   2. Server must correctly communicate with client to receive requests and send responses