# #0001 =====

|  |  |
| --- | --- |
| Title | Login |
| Type | Function - Backend |
| Desc | User is able to login according to credentials.  Redirect to login page if not login.  To be done after #0007 |
| Status | Completed, July 14, 2019 |

# #0002 =====

|  |  |
| --- | --- |
| Title | Dominion new board |
| Type | Function - Backend |
| Desc | User is able to create a new board. |
| Status | Completed, July 16, 2019 |

# #0003 =====

|  |  |
| --- | --- |
| Title | Dominion initialize game |
| Type | Function - Backend - Frontend |
| Desc | The game is initialized.  Kindom piles are generated. (completed)  Users’ decks are generated. |
| Status | Completed, July 21, 2019 |

# #0004 =====

|  |  |
| --- | --- |
| Title | Dominion play action cards |
| Type | Function - Backend - Frontend |
| Desc | User is able to play 2 basic action cards.  Namely: Village, Smithy |
| Status | Completed, July 30, 2019 |

# #0005 =====

|  |  |
| --- | --- |
| Title | Dominion play cards |
| Type | Image generator |
| Desc | Generate all card images in base game and intrigue  Put the generated cards in the correct directory |
| Status | Completed, July 4, 2019 |

# #0006 =====

|  |  |
| --- | --- |
| Title | Fix Dominion card images |
| Type | Image generator |
| Desc | Beautify card images by adding a new line after vanilla benefits, namely:  Militia, Council Room, Courtier |
| Status | Completed, July 17, 2019 |

# #0007 =====

|  |  |
| --- | --- |
| Title | User status |
| Type | Function - Backend - Database |
| Desc | Add status for users in database |
| Status | Completed, July 8, 2019 |

# #0008 =====

|  |  |
| --- | --- |
| Title | Ajax Demos |
| Type | Function - Backend - Database |
| Desc | The page is refreshed automatically when db changes |
| Status | Completed, July 29, 2019 |

# #0009 =====

|  |  |
| --- | --- |
| Title | Dominion play treasure cards |
| Type | Function - Backend - Frontend |
| Desc | User is able to play treasure cards. |
| Status | Completed, July 29, 2019 |

# #0010 =====

|  |  |
| --- | --- |
| Title | Dominion show number of cards left |
| Type | Frontend |
| Desc | Number of cards left on supply is shown |
| Status | completed |

# #0011 =====

|  |  |
| --- | --- |
| Title | Dominion card style in angular |
| Type | Frontend |
| Desc | Base piles and supply piles’ styles are stored in angular code  An array is created for ng-style |
| Status | Completed, August 19, 2019 |

# #0012 =====

|  |  |
| --- | --- |
| Title | Dominion right click cards effect |
| Type | Frontend |
| Desc | User is able to see the magnified cards picture by right-clicking on cards |
| Status | Alternative, Completed August 19, 2019 |

# #0013 =====

|  |  |
| --- | --- |
| Title | User signup |
| Type | Function - Backend - Frontend - Database |
| Desc | Sign up user, with username and password.  The signed up user is stored in db. |
| Status | Completed, July 14, 2019 |

# #0014 =====

|  |  |
| --- | --- |
| Title | Dominion see board status |
| Type | Function - Backend - Frontend - Database |
| Desc | User is able to see the status of each pending boards  User is able to join the table |
| Status | Completed, August 13, 2019 |

# #0015 =====

|  |  |
| --- | --- |
| Title | Dominion board settings |
| Type | Function - Backend - Frontend - Database |
| Desc | User is able to add bots.  User is able to click on ready/play.  User is able to return to previous page. |
| Status | Completed, July 17, 2019 |

# #0016 Dominion card list page

|  |  |
| --- | --- |
| Title | Dominion card list page |
| Type | Function - Backend - Frontend - Database |
| Desc | User is able to see all available cards (Started) |
| Status | Working |

# #0017 =====

|  |  |
| --- | --- |
| Title | Dominion show player status |
| Type | Function - Backend - Frontend - Database |
| Desc | User is able to see the status of all players on board page (namely: ready) |
| Status | Completed, August 15, 2019 |

# #0018 =====

|  |  |
| --- | --- |
| Title | Dominion resign option |
| Type | Function - Backend - Frontend - Database |
| Desc | User is able to resign game  When resigned, return to board page |
| Status | Completed, July 18, 2019 |

# #0019 =====

|  |  |
| --- | --- |
| Title | Dominion randomize kindom cards |
| Type | Function - Backend - Frontend - Database |
| Desc | When a new game is started, kindom cards are generated randomly |
| Status | Completed, August 8, 2019 |

# #0020 =====

|  |  |
| --- | --- |
| Title | Dominion randomize bot names |
| Type | Function - Backend - Frontend - Database |
| Desc | Bot names are generated  (bot) should be included in their name |
| Status | Completed, July 20, 2019 |

# #0021 =====

|  |  |
| --- | --- |
| Title | Dominion show phase & bonus |
| Type | Function - Backend - Frontend - Database |
| Desc | User is able to see the phase they are in (action, buy, etc.) (Completed)  User is able to see their bonuses, namely: actions, buys, coins. (Completed) |
| Status | Completed, July 28, 2019 |

# #0022 =====

|  |  |
| --- | --- |
| Title | Dominion more basic action cards |
| Type | Function - Backend - Frontend |
| Desc | User is able to play other straight forward action cards  Namely:  Market, Woodcutter, Laboratory, Festival |
| Status | Pending |

# #0023 =====

|  |  |
| --- | --- |
| Title | Dominion change player storage |
| Type | Function - Backend - Frontend |
| Desc | Players are stored in separate documents |
| Status | Completed, July 25, 2019 |

# #0024 =====

|  |  |
| --- | --- |
| Title | Dominion buy cards |
| Type | Function - Backend - Frontend |
| Desc | Players are able to buy cards |
| Status | Completed, July 30, 2019 |

# #0025 =====

|  |  |
| --- | --- |
| Title | Dominion start first round |
| Type | Function - Backend - Frontend |
| Desc | Players are able to start first round (Completed)  A player is picked randomly for the start player (Completed) |
| Status | Completed, July 26, 2019 |

# #0026 =====

|  |  |
| --- | --- |
| Title | Dominion kick option for lord |
| Type | Function - Backend - Frontend |
| Desc | Lord is able to kick other players (including bot) |
| Status | Completed, July 27, 2019 |

# #0027 =====

|  |  |
| --- | --- |
| Title | Dominion extremely naive AI |
| Type | Function - Backend - Frontend |
| Desc | AI end their turns immediately when it is their turn |
| Status | Completed, July 27, 2019 |

# #0028 =====

|  |  |
| --- | --- |
| Title | Dominion run the game |
| Type | Function - Backend - Frontend |
| Desc | Let the game run, start from the first player |
| Status | Completed, July 28, 2019 |

# #0029 =====

|  |  |
| --- | --- |
| Title | Dominion record logs |
| Type | Function - Backend - Frontend |
| Desc | Each step of the game is recorded in a log  Log is stored in db |
| Status | Completed, August 3, 2019 |

# #0030 =====

|  |  |
| --- | --- |
| Title | Dominion basic AI |
| Type | Function - Backend - Frontend |
| Desc | AI does something basic during the turn, namely:  Play treasure cards  Buy Silver/Gold  Buy Province/Duchy when necessary |
| Status | Completed, August 3, 2019 |

# #0031 =====

|  |  |
| --- | --- |
| Title | Dominion adjust pile sizes |
| Type | Function - Backend - Frontend |
| Desc | Adjust the number of Province, Duchy, Estate, Curse cards in piles |
| Status | Completed, July 29, 2019 |

# #0032 =====

|  |  |
| --- | --- |
| Title | Dominion resign-restart bug |
| Type | Function - Backend - Frontend |
| Desc | Remove player data when resigned from the game  Namely, data for the pile |
| Status | Completed, July 29, 2019 |

# #0033 =====

|  |  |
| --- | --- |
| Title | Dominion game mode UI |
| Type | Frontend |
| Desc | Beautify UI for the game by using bootstrap |
| Status | Completed, August 30, 2019 |

# #0034 =====

|  |  |
| --- | --- |
| Title | Dominion autoplay |
| Type | Function - Backend - Frontend |
| Desc | User is able to autoplay treasure cards |
| Status | Completed, August 2, 2019 |

# #0035 =====

|  |  |
| --- | --- |
| Title | Dominion show played cards |
| Type | Frontend |
| Desc | Players can see their cards in play |
| Status | Completed, August 18, 2019 |

# #0036 =====

|  |  |
| --- | --- |
| Title | Dominion end game handles |
| Type | Frontend |
| Desc | Game ends when a player ends the turn, Province/3 piles are empty (Completed)  Clean the table  Show the result  Gardens is added as one of the piles in Dominion |
| Status | Completed, August 1, 2019 |

# #0037 =====

|  |  |
| --- | --- |
| Title | Dominion bot clean-up bugs |
| Type | Function - Frontend -Backend - Database |
| Desc | Bot does not draw cards at the very beginning |
| Status | Completed, August 2, 2019 |

# #0038 =====

|  |  |
| --- | --- |
| Title | Dominion allow 3, 4 players game |
| Type | Function - Frontend -Backend - Database |
| Desc | Lord is able to set up the number of players in the game |
| Status | Completed, October 6, 2019 |

# #0039 =====

|  |  |
| --- | --- |
| Title | Show current username on page |
| Type | Function - Frontend |
| Desc | User is able to see their usernames on top of the page |
| Status | Completed, August 4, 2019 |

# #0040 =====

|  |  |
| --- | --- |
| Title | Dominion handle empty pile |
| Type | Function - Frontend -Backend - Database |
| Desc | No strange thing would happen if a pile is empty |
| Status | Completed, July 31, 2019 |

# #0041 =====

|  |  |
| --- | --- |
| Title | Dominion some easy action cards |
| Type | Function - Backend - Frontend |
| Desc | User is able to play some easy action cards that do not need to choose anything Namely:  Merchant, Council Room |
| Status | Completed, August 9, 2019 |

# #0042 =====

|  |  |
| --- | --- |
| Title | Dominion ask options |
| Type | Function - Backend - Frontend |
| Desc | Ask is handled for some that require only options, namely:  Moneylender, Vassal |
| Status | Completed, August 5, 2019 |

# #0043 =====

|  |  |
| --- | --- |
| Title | Dominion ask hand chooser |
| Type | Function - Backend - Frontend |
| Desc | Ask is handled for some that require to choose one or more cards, namely:  Cellar, Chapel, Poacher, Throne Room |
| Status | Completed, August 8, 2019 |

# #0044 =====

|  |  |
| --- | --- |
| Title | Dominion ask gainer |
| Type | Function - Backend - Frontend |
| Desc | Ask is handled for some that require gaining cards, namely:  Workshop, Artisan, Remodel, Mine |
| Status | Completed, August 8, 2019 |

# #0045 =====

|  |  |
| --- | --- |
| Title | Dominion ask viewer |
| Type | Function - Backend - Frontend |
| Desc | Ask is handled for some that require viewing and choosing cards, namely:  Library, Sentry, Harbinger |
| Status | Completed, August 11, 2019 |

# #0046 =====

|  |  |
| --- | --- |
| Title | Dominion ask attacker |
| Type | Function - Backend - Frontend |
| Desc | Ask is handled for some that attacks or interact with attack cards, namely:  Bandit(Dropped), Militia, Witch, Bureaucrat, Moat |
| Status | Completed, August 12, 2019 |

# #0047 =====

|  |  |
| --- | --- |
| Title | Dominion Ajax getting board |
| Type | Function - Backend - Frontend |
| Desc | Board is updated through Ajax requests |
| Status | Completed, September 5, 2019 |

# #0048 =====

|  |  |
| --- | --- |
| Title | Dominion show logs |
| Type | Function - Frontend |
| Desc | User is able to see their logs on the right side of game mode page |
| Status | Completed, August 23, 2019 |

# #0049 =====

|  |  |
| --- | --- |
| Title | Dominion show discard |
| Type | Function - Frontend |
| Desc | User is able to see the first card of their discard pile |
| Status | Completed, August 15, 2019 |

# #0050 =====

|  |  |
| --- | --- |
| Title | Dominion ask restrictions |
| Type | Function - Frontend |
| Desc | User is not able to choose certain cards if specified |
| Status | Completed, August 8, 2019 |

# #0051 Dominion Ask reaction card

|  |  |
| --- | --- |
| Title | Dominion ask reaction card |
| Type | Function - Frontend |
| Desc | User is asked when reaction is triggered |
| Status | Pending |

# #0052 Dominion sound effect

|  |  |
| --- | --- |
| Title | Dominion sound effect |
| Type | Function - Frontend |
| Desc | Sound effects are played when playing certain cards |
| Status | Pending |

# #0053 =====

|  |  |
| --- | --- |
| Title | Dominion BGM Demo |
| Type | Function - Frontend |
| Desc | BGM is played during the game |
| Status | Pending |

# #0054 =====

|  |  |
| --- | --- |
| Title | Dominion easy Intrigue cards |
| Type | Function - Backend - Frontend |
| Desc | Some “easy” cards in Intrigue is added  Finished:  Shanty Town, Duke, Harem, Steward, Nobles, Pawn, Trading Post, Upgrade, Baron, Ironworks, Courtyard, Patrol, Conspirator, Lurker, Courtier |
| Status | Completed, August 25, 2019 |

# #0055 =====

|  |  |
| --- | --- |
| Title | Dominion price reducer |
| Type | Function - Backend - Frontend |
| Desc | Price is reduced when playing price reducer  Add Bridge |
| Status | Completed, September 1, 2019 |

# #0056 =====

|  |  |
| --- | --- |
| Title | Dominion update Base card image |
| Type | Function - Frontend |
| Desc | Base card images are updated |
| Status | Completed, August 13, 2019 |

# #0057 =====

|  |  |
| --- | --- |
| Title | Dominion auto next-phase |
| Type | Function - Backend - Frontend |
| Desc | Player is transfered to next phase automatically when needed, namely:  Goes to treasure phase when no action available/no action cards  Goes to buy phase when no treasure in hand  End turn when no buy available |
| Status | Completed, August 19, 2019 |

# #0058 =====

|  |  |
| --- | --- |
| Title | Dominion show supply available |
| Type | Function - Frontend |
| Desc | Show cards in supply available to choose when buy/gain/choose cards |
| Status | Completed, August 24, 2019 |

# #0059 =====

|  |  |
| --- | --- |
| Title | Dominon fix ThroneRoom-Attack bug |
| Type | Function - Backend - Frontend - Bugfix |
| Desc | FIx the bug when an attack is throned  Other players are not suffered by the attack |
| Status | Completed, August 19, 2019 |

# #0060 =====

|  |  |
| --- | --- |
| Title | Dominon show num of cards in deck |
| Type | Function - Backend - Frontend |
| Desc | The number of cards left on deck is shown |
| Status | Completed, August 15, 2019 |

# #0061 =====

|  |  |
| --- | --- |
| Title | Dominon Duration cards |
| Type | Function - Backend - Frontend |
| Desc | Add Duration cards handle, add “easy” Duration cards, namely:  Fishing Village, Caravan, Merchant Ship, Tactician, Wharf |
| Status | Completed, August 24, 2019 |

# #0062 =====

|  |  |
| --- | --- |
| Title | Dominon refactor logs |
| Type | Function - Backend |
| Desc | Add specific logs for existed cards |
| Status | Completed, August 20, 2019 |

# #0063 =====

|  |  |
| --- | --- |
| Title | Dominon show trash |
| Type | Function - Frontend |
| Desc | Trash piles can be shown |
| Status | Completed, August 24, 2019 |

# #0064 Dominion multiplayer demo

|  |  |
| --- | --- |
| Title | Dominon multiplayer demo |
| Type | Function - Frontend - Backend |
| Desc | Try multiplayer games |
| Status | Pending |

# #0065 =====

|  |  |
| --- | --- |
| Title | Dominon choose cards for game |
| Type | Function - Frontend - Backend |
| Desc | User can specify cards included in a game  User can specify which expansion is included for randomize in a game |
| Status | Completed, August 25, 2019 |

# #0066 =====

|  |  |
| --- | --- |
| Title | Dominon add Seclusion Mat |
| Type | Function - Frontend - Backend |
| Desc | Seclusion Mat is included in game  Add cards include:  Exile, Temple Fair, Lantern Exhibition |
| Status | Completed, August 22, 2019 |

# #0067 Dominion easy Oriental cards

|  |  |
| --- | --- |
| Title | Dominon easy Oriental Cards |
| Type | Function - Frontend - Backend |
| Desc | Some “easy” cards in Oriental is added  Todo:  Year Monster, Think Tank  Completed:  Corrupted Official, Dragon Boat, Tomb Sweeping, Field Reaper, Firework Show, Imperial Exam |
| Status | Working |

# #0068 =====

|  |  |
| --- | --- |
| Title | Dominon game end bugs fix |
| Type | Function - Frontend - Backend |
| Desc | Fix some bugs for game end, namely:  End the game when user buys the last card for game end.  Clean trash & logs  Reset kindom cards |
| Status | Completed, August 31, 2019 |

# #0069 =====

|  |  |
| --- | --- |
| Title | Dominon player mat display |
| Type | Function - Frontend - Backend |
| Desc | Players can see their mats and cards on mats |
| Status | Completed, August 28, 2019 |

# #0070 =====

|  |  |
| --- | --- |
| Title | Dominon Memorial token |
| Type | Function - Frontend - Backend |
| Desc | Player can see Memorial tokens they have & use Memorial tokens  Add cards that uses Memorial token, namely:  Completed:  Executioner, Quadrangle, Paper Maker |
| Status | Completed, August 26, 2019 |

# #0071 =====

|  |  |
| --- | --- |
| Title | Dominon LAN trial |
| Type | Function - Frontend - Backend |
| Desc | Computer in the same LAN can visit the site  Update goto functions in js file. |
| Status | Completed, August 23, 2019 |

# #0072 =====

|  |  |
| --- | --- |
| Title | Dominon LAN join table |
| Type | Function - Frontend - Backend |
| Desc | User is able to join table  Ajax should be used to get users in dominion board page |
| Status | Pending |

# #0073 Dominion login redirect

|  |  |
| --- | --- |
| Title | Dominon login redirect |
| Type | Function - Frontend - Backend |
| Desc | User is redirect to table/game when they are in table/game |
| Status | Pending |

# #0074 =====

|  |  |
| --- | --- |
| Title | Dominon LAN ready button |
| Type | Function - Frontend - Backend |
| Desc | Ready button is handled for multi-players  The status of a user is ready or not should be shown on board |
| Status | Completed, September 5, 2019 |

# #0075 =====

|  |  |
| --- | --- |
| Title | Dominon separate phase button |
| Type | Function - Frontend - Backend |
| Desc | Phase button is separated from other buttons |
| Status | Completed, August 29, 2019 |

# #0076 Dominion fix No buffer space available

|  |  |
| --- | --- |
| Title | Dominon fix No buffer space available |
| Type | Function - Frontend - Backend |
| Desc | java.net.SocketException: No buffer space available (maximum connections reached?): connect |
| Status | Pending |

# #0077 =====

|  |  |
| --- | --- |
| Title | Dominon Ask single option |
| Type | Function - Frontend - Backend |
| Desc | Some cards have single option, namely:  Mining Village, Mills |
| Status | Completed, August 26, 2019 |

# #0078 Dominion easy Seaside cards

|  |  |
| --- | --- |
| Title | Dominon easy Oriental Cards |
| Type | Function - Frontend - Backend |
| Desc | Some “easy” cards in Seaside is added  Todo:  Lookout, Navigator, Treasury  Completed:  Warehouse, Island, Treasure Map, Explorer, Native Village, Pearl Diver, Bazaar, Lighthouse, Haven, Smugglers, Salvager |
| Status | Pending |

# #0079 Dominion easy Prosperity cards

|  |  |
| --- | --- |
| Title | Dominon easy Oriental Cards |
| Type | Function - Frontend - Backend |
| Desc | Some “easy” cards in Prosperity is added  Todo:  Trade Route, Goons, King’s Court, Loan, Quarry, Talisman, Royal Seal, Venture, Hoard  Completed:  Monument, Forge, Worker’s Village, City, Expand, Bank |
| Status | Pending |

# #0080 =====

|  |  |
| --- | --- |
| Title | Dominon Ask guess |
| Type | Function - Frontend - Backend |
| Desc | Some cards asks to guess cards, namely:  Wishing well |
| Status | Completed, August 27, 2019 |

# #0081 =====

|  |  |
| --- | --- |
| Title | Dominon vanilla log |
| Type | Function - Frontend - Backend |
| Desc | Add logs for vanilla bonuses |
| Status | Completed, August 24, 2019 |

# #0082 Dominion Throne Room fix

|  |  |
| --- | --- |
| Title | Dominon Throne Room fix |
| Type | Function - Frontend - Backend |
| Desc | Refactor ways to throne cards, especially for Duration cards |
| Status | Pending |

# #0083 Dominion Ask view piles

|  |  |
| --- | --- |
| Title | Dominon Ask guess |
| Type | Function - Frontend - Backend |
| Desc | Viewing piles are allowed. The following cards should be refactored:  Harbinger, Lurker, Tomb Sweeping |
| Status | Pending |

# #0084 =====

|  |  |
| --- | --- |
| Title | Dominon refactor CardFactory |
| Type | Function - Frontend - Backend |
| Desc | CardFactory is refactored |
| Status | Dropped |

# #0085 =====

|  |  |
| --- | --- |
| Title | Dominon Oriental cards fixture |
| Type | Function - Frontend - Backend |
| Desc | Fix some Oriental cards, namely:  Executioner, Army Drummer, Pendant for Wine, Lantern Exhibition |
| Status | Completed, August 31, 2019 |

# #0086 JQuery Demo

|  |  |
| --- | --- |
| Title | JQuery Demo |
| Type | Function - Frontend - Backend |
| Desc | Try JQuery on some random page |
| Status | Pending |

# #0087 =====

|  |  |
| --- | --- |
| Title | Dominon Buff |
| Type | Function - Frontend - Backend |
| Desc | Add Buff for players to deal with in play  Add FieldReaper, SwallowFleet  Completed:  FieldReaper |
| Status | Completed, September 6, 2019 |

# #0088 =====

|  |  |
| --- | --- |
| Title | Dominon getplayer POST |
| Type | Function - Frontend - Backend |
| Desc | Return the player info when calling getplayer  A class called PlayerEntity is implemented  Refactor DominionGameController.js code |
| Status | Completed, August 29, 2019 |

# #0089 =====

|  |  |
| --- | --- |
| Title | Dominon getboard POST |
| Type | Function - Frontend - Backend |
| Desc | Return the player info when calling getboard  A class called BoardEntity is implemented  Refactor DominionGameController.js code |
| Status | Completed, August 29, 2019 |

# #0090 =====

|  |  |
| --- | --- |
| Title | Dominon Card List Add expansion |
| Type | Function - Frontend - Backend |
| Desc | User is able to add a card from an expansion |
| Status | Completed, September 5, 2019 |

# #0091 =====

|  |  |
| --- | --- |
| Title | Dominon Game end page more info |
| Type | Function - Frontend - Backend |
| Desc | Show the scores of each player in game end page  Show the final cards of the player |
| Status | Completed, August 30, 2019 |

# #0092 =====

|  |  |
| --- | --- |
| Title | Dominon beautify list page |
| Type | Function - Frontend |
| Desc | Show lord & num players  Apply bootstrap |
| Status | Completed, September 26, 2019 |

# #0093 =====

|  |  |
| --- | --- |
| Title | Bootstrap Demo |
| Type | Function - Frontend |
| Desc | Download Bootstrap  Use Bootstrap on Game end page |
| Status | Completed, August 30, 2019 |

# #0094 =====

|  |  |
| --- | --- |
| Title | Dominon Beautify board page |
| Type | Function - Frontend |
| Desc | Apply bootstrap on board page |
| Status | Completed, August 30, 2019 |

# #0095 =====

|  |  |
| --- | --- |
| Title | Dominon index page |
| Type | Function - Frontend |
| Desc | Apply bootstrap on index page |
| Status | Completed, August 31, 2019 |

# #0096 =====

|  |  |
| --- | --- |
| Title | Dominon turn off bgm |
| Type | Function - Frontend - Backend |
| Desc | Add button to turn off bgm/sound effect on game page |
| Status | Completed |

# #0097 =====

|  |  |
| --- | --- |
| Title | Dominon smaller card image |
| Type | Function - Frontend |
| Desc | Smaller card image  Price on bottom |
| Status | Completed, September 1, 2019 |

# #0098 =====

|  |  |
| --- | --- |
| Title | Dominon dice |
| Type | Function - Frontend - Backend |
| Desc | Add dice implementation; Add Catan Island |
| Status | Completed, September 1, 2019 |

# #0099 Dominion easy C & G cards

|  |  |
| --- | --- |
| Title | Dominon easy C & G cards |
| Type | Function - Frontend - Backend |
| Desc | Some “easy” cards in Cornucopia & Guilds is added  Todo:  Hamlet, Menagerie, Farming Village, Remake, Harvest, Horn of Plenty, Hunting Party, Fairgrounds, Candlestick Maker, Plaza, Baker, Butcher, Journey Man, Merchant Guild  Completed: |
| Status | Pending |

# #0100 Dominion coffer

|  |  |
| --- | --- |
| Title | Dominon coffer |
| Type | Function - Frontend - Backend |
| Desc | User is able to use coffer in Treasure phase. |
| Status | Pending |

# #0101 Dominion refactor entities

|  |  |
| --- | --- |
| Title | Dominon refactor entities |
| Type | Function - Frontend - Backend |
| Desc | Prices are updated in entities instead of angular (including viewed) |
| Status | Pending |

# #0102 =====

|  |  |
| --- | --- |
| Title | Dominon oversized hands/play |
| Type | Function - Frontend - Backend |
| Desc | Puts cards together if hands/play goes beyond certain # of cards  Play: 8 |
| Status | Completed, September 26, 2019 |

# #0103 Logo & Title

|  |  |
| --- | --- |
| Title | Logo & Title |
| Type | Function - Frontend |
| Desc | Set the logo & title of the pages |
| Status | Working |

# #0104 =====

|  |  |
| --- | --- |
| Title | Dominion Treasure with Ask |
| Type | Function - Frontend - Backend |
| Desc | User is able to play Treasure with asks, add Compass & Pisces Jade |
| Status | Completed, September 27, 2019 |

# #0105 =====

|  |  |
| --- | --- |
| Title | Dominon Ajax game page |
| Type | Function - Frontend - Backend |
| Desc | Game page is refreshed by using Ajax |
| Status | Completed, January 14, 2020 |

# #0106 =====

|  |  |
| --- | --- |
| Title | Dominion Ast put anywhere |
| Type | Function - Frontend - Backend |
| Desc | Finish put anywhere in deck Ask.  Add Secret Passage |
| Status | Completed, September 8, 2019 |

# #0107 Dominion Attack cards

|  |  |
| --- | --- |
| Title | Dominon Attack cards |
| Type | Function - Frontend - Backend |
| Desc | Try attack cards on multiplayer games  Add attack cards, namely:  Swindler, Minion, Replace, Torturer, Ambassador, Cutpurse, Pirate Ship, Salvager, Sea Hag, Ghost Ship |
| Status | Pending |

# #0108 =====

|  |  |
| --- | --- |
| Title | Dominon Embargo Token |
| Type | Function - Frontend - Backend |
| Desc | User is able to add Embargo Token onto supply piles;  Curse is distributed when buying a card from embargoed piles. |
| Status | Completed, September 27, 2019 |

# #0109 Dominion Ask Would Gain

|  |  |
| --- | --- |
| Title | Dominon Ast Would Gain |
| Type | Function - Frontend - Backend |
| Desc | Handle Would Gain Ask  Add Trader |
| Status | Pending |

# #0110 Dominion Easy Hinterlands Cards

|  |  |
| --- | --- |
| Title | Dominon Easy Hinterlands Cards |
| Type | Function - Frontend - Backend |
| Desc | Some “easy” cards in Hinterlands is added  Todo:  Crossroads, Develop, Oasis, Jack of all Trades, Nomad Camp, Silk Road, Spice Merchant, Cache, Catographer, Embassy, Haggler, Highway, Ill-Gotten-Gains, Inn, Mandarin, Stables, Border Village, Farmland  Completed: |
| Status | Pending |

# #0111 =====

|  |  |
| --- | --- |
| Title | Dominon Memorial Fixes |
| Type | Function - Frontend - Backend |
| Desc | In action phase, when user has memorial, user can still play action cards even if no action is available.  User is not able to use memorial when singleoption is presented.  Fix them |
| Status | Completed, September 6, 2019 |

# #0112 =====

|  |  |
| --- | --- |
| Title | Dominon Split card names |
| Type | Function - Frontend - Backend |
| Desc | Card names should be splited |
| Status | Completed, September 28, 2019 |

# #0113 Dominion Refactor ask js code

|  |  |
| --- | --- |
| Title | Dominon refactor ask js code |
| Type | Function - Frontend |
| Desc | Asks are handled separately from phase in js |
| Status | Pending |

# #0114 =====

|  |  |
| --- | --- |
| Title | Dominon show score when play |
| Type | Function - Frontend |
| Desc | Players’ scores are shown during gameplay  Players’ vp tokens are displayed |
| Status | Completed, September 25, 2019 |

# #0115 Dominion multiplayer first cards

|  |  |
| --- | --- |
| Title | Dominon multiplayer first cards |
| Type | Function - Frontend |
| Desc | Player is asked to wait for starting games after confirming first cards |
| Status | Working |

# #0116 Dominion beautify view

|  |  |
| --- | --- |
| Title | Dominion beautify view |
| Type | Function - Frontend |
| Desc | Beautify view cards instance |
| Status | Pending |

# #0117 Login Security

|  |  |
| --- | --- |
| Title | Login Security |
| Type | Function - Backend |
| Desc | Add password encryption & decryption |
| Status | Pending |

# #0118 =====

|  |  |
| --- | --- |
| Title | Dominion Alt Treasure image fixtures |
| Type | Function - Backend |
| Desc | Fix image of alt treasure cards, including:  Harem, Compass, Pisces Jade |
| Status | Completed, September 30, 2019 |

# #0119 =====

|  |  |
| --- | --- |
| Title | Dominion Oriental Cards fixtures |
| Type | Function - Backend |
| Desc | Fix effects of broken oriental cards, namely:  Corrupted Official, Imperial Exam, Field Reaper |
| Status | Completed, September 30, 2019 |

# #0120 Dominion Add Colony & Platinum

|  |  |
| --- | --- |
| Title | Dominion Add Colony & Platinum |
| Type | Function - Backend |
| Desc | Add Colony & Platinum to the game  Add randomization of the existances |
| Status | Pending |

# #0121 =====

|  |  |
| --- | --- |
| Title | ReactJS Demo |
| Type | Function - Frontend |
| Desc | Try ReactJS on some random page |
| Status | Completed, October 17, 2019 |

# #0122 =====

|  |  |
| --- | --- |
| Title | Minigames page |
| Type | Function - Frontend - Backend |
| Desc | Add a page for minigames |
| Status | Completed, October 13, 2019 |

# #0123 =====

|  |  |
| --- | --- |
| Title | XuTangBo page |
| Type | Function - Frontend - Backend |
| Desc | Add a page for XuTangBo |
| Status | Completed, October 19, 2019 |

# #0124 =====

|  |  |
| --- | --- |
| Title | XuTangBo classes |
| Type | Function - Frontend - Backend |
| Desc | Add corresponding classes |
| Status | Completed, October 15, 2019 |

# #0125 =====

|  |  |
| --- | --- |
| Title | XuTangBo game page |
| Type | Function - Frontend - Backend |
| Desc | Add a game page for XuTangBo |
| Status | Merged to #0123 |

# #0126 =====

|  |  |
| --- | --- |
| Title | XuTangBo database |
| Type | Function - Frontend - Backend |
| Desc | Add XuTangBo MongoDB Storages |
| Status | Completed, October 18, 2019 |

# #0127 =====

|  |  |
| --- | --- |
| Title | XuTangBo game start |
| Type | Function - Frontend - Backend |
| Desc | User(lord) is able to start game  User(lord) is able to add bot |
| Status | Completed, October 20, 2019 |

# #0128 =====

|  |  |
| --- | --- |
| Title | XuTangBo use moves |
| Type | Function - Frontend - Backend |
| Desc | User is able to use moves during game |
| Status | Completed, October 21, 2019 |

# #0129 =====

|  |  |
| --- | --- |
| Title | XuTangBo game end |
| Type | Function - Frontend - Backend |
| Desc | Game ends when requirement meets |
| Status | Pending |

# #0130 XuTangBo beautify page

|  |  |
| --- | --- |
| Title | XuTangBo beautify page |
| Type | Function - Frontend |
| Desc | The page is beautified by using Bootstrap |
| Status | Pending |

# #0131 =====

|  |  |
| --- | --- |
| Title | XuTangBo game layout |
| Type | Function - Frontend |
| Desc | Add layout of the game |
| Status | Completed, October 20, 2019 |

# #0132 =====

|  |  |
| --- | --- |
| Title | XuTangBo AJAX refresh page |
| Type | Function - Frontend |
| Desc | Refresh the page (say) every second |
| Status | Completed, October 27, 2019 |

# #0133 XuTangBo easy generals

|  |  |
| --- | --- |
| Title | XuTangBo easy generals |
| Type | Function - Frontend |
| Desc | User is able to select generals |
| Status | Pending |

# #0134 =====

|  |  |
| --- | --- |
| Title | XuTangBo logs |
| Type | Function - Frontend |
| Desc | Logs are displayed |
| Status | Completed, October 22, 2019 |

# #0135 =====

|  |  |
| --- | --- |
| Title | XuTangBo naive AI |
| Type | Function - Frontend |
| Desc | Simple AI is added for XuTangBo |
| Status | Completed, October 21, 2019 |

# #0136 =====

|  |  |
| --- | --- |
| Title | XuTangBo game continues with AI |
| Type | Function - Frontend |
| Desc | When all player faints, the game continues |
| Status | Completed, October 24, 2019 |

# #0137 SmashRPS page

|  |  |
| --- | --- |
| Title | SmashRPS page |
| Type | Function - Frontend |
| Desc | Add a page for Smash RPS |
| Status | Pending |

# #0138 =====

|  |  |
| --- | --- |
| Title | Coslash page |
| Type | Function - Frontend |
| Desc | Add a page for Coslash |
| Status | Completed, October 31, 2019 |

# #0139 =====

|  |  |
| --- | --- |
| Title | Coslash classes |
| Type | Function - Backend |
| Desc | Add classes for Coslash |
| Status | Completed, January 5, 2020 |

# #0140 =====

|  |  |
| --- | --- |
| Title | Coslash DB |
| Type | Function - Backend - Database |
| Desc | Store/load Coslash games from DB |
| Status | Pending |

# #0141 XuTangBo multiplayer handle

|  |  |
| --- | --- |
| Title | Xutangbo multiplayer handle |
| Type | Function - Backend - Database |
| Desc | Handle 2 player games for XuTangBo |
| Status | Pending |

# #0142 XuTangBo join table

|  |  |
| --- | --- |
| Title | Xutangbo join table |
| Type | Function - Backend - Database |
| Desc | User is able to join a XuTangBo table |
| Status | Pending |

# #0143 XuTangBo autoset

|  |  |
| --- | --- |
| Title | Xutangbo autoset |
| Type | Function - Backend - Database |
| Desc | The table is setup when user is in the table |
| Status | Pending |

# #0144 =====

|  |  |
| --- | --- |
| Title | Dominion Frontier State & Quadrangle |
| Type | Function - Backend - Database |
| Desc | Fix & add the image & functionality of Frontier State & Quadrangle |
| Status | Completed, January 4, 2020 |

# #0145 =====

|  |  |
| --- | --- |
| Title | Dominion prices fix |
| Type | Function - Backend - Database |
| Desc | Fix the price for field reaper and exile |
| Status | Completed, January 18, 2020 |

# #0146 Coslash create game

|  |  |
| --- | --- |
| Title | Coslash create game |
| Type | Function - Backend - Database |
| Desc | Player is able to create a Coslash table |
| Status | Pending |

# #0147 Coslash game start

|  |  |
| --- | --- |
| Title | Coslash game start |
| Type | Function - Backend - Database |
| Desc | Player is able to start a Coslash game |
| Status | Pending |

# #0148 Coslash naive game

|  |  |
| --- | --- |
| Title | Coslash naive game |
| Type | Function - Backend - Database |
| Desc | Only Slash, Dodge, Grass is used in the game |
| Status | Pending |

# #0149 Coslash card images

|  |  |
| --- | --- |
| Title | Coslash card images |
| Type | Image |
| Desc | Create templates for card images |
| Status | Pending |

# #0150 Dominion fix choose card in turns

|  |  |
| --- | --- |
| Title | Dominion fix choose card in turns |
| Type | Function - Backend - Database |
| Desc | Fix the problem of not able to choose cards |
| Status | Pending |

# #0151 =====

|  |  |
| --- | --- |
| Title | Citadels Cards & Player classes |
| Type | Function - Backend - Database |
| Desc | Basic Citadels classes |
| Status | Completed, August 2, 2020 |

# #0152 =====

|  |  |
| --- | --- |
| Title | Citadels role class |
| Type | Function - Backend - Database |
| Desc | Basic Citadels classes |
| Status | Completed, August 5, 2020 |

# #0153 =====

|  |  |
| --- | --- |
| Title | Citadels DB connection |
| Type | Function - Backend - Database |
| Desc | Store the game to db |
| Status | Completed, August 5, 2020 |

# #0154 =====

|  |  |
| --- | --- |
| Title | Citadels Images |
| Type | Resources |
| Desc | Images for Citadels |
| Status | Completed |

# #0155 =====

|  |  |
| --- | --- |
| Title | Citadels easy special card class |
| Type | Function - Backend - Database |
| Desc | Add easy special cards for citadels.  Todo:  Completed:  SE Center, Dinosaur Park, Planning Hall, Former Residence, Library |
| Status | Completed, September 1, 2020 |

# #0156 =====

|  |  |
| --- | --- |
| Title | Citadels page |
| Type | Function - Frontend - Backend |
| Desc | A Citadels page |
| Status | Completed, August 2, 2020 |

# #0157 =====

|  |  |
| --- | --- |
| Title | Citadels Start game |
| Type | Function - Frontend - Backend |
| Desc | A new game is started, with some setup |
| Status | Completed, August 3, 2020 |

# #0158 =====

|  |  |
| --- | --- |
| Title | Citadels Board Entity |
| Type | Function - Frontend - Backend |
| Desc | Board Entity is created |
| Status | Completed, August 4, 2020 |

# #0159 =====

|  |  |
| --- | --- |
| Title | Citadels Take Action |
| Type | Function - Frontend - Backend |
| Desc | User is able to take an action |
| Status | Completed, August 8, 2020 |

# #0160 =====

|  |  |
| --- | --- |
| Title | Citadels Build District |
| Type | Function - Frontend - Backend |
| Desc | User is able to build a district |
| Status | Completed, August 6, 2020 |

# #0161 =====

|  |  |
| --- | --- |
| Title | Citadels Ask |
| Type | Function - Frontend - Backend |
| Desc | The ask class for roles & special districts |
| Status | Completed, August 26, 2020 |

# #0162 =====

|  |  |
| --- | --- |
| Title | Citadels All Res |
| Type | Function - Frontend - Backend |
| Desc | A class contains all resources & (maybe) rules |
| Status | Completed, August 8, 2020 |

# #0163 =====

|  |  |
| --- | --- |
| Title | Citadels Role No.1 & No.2 |
| Type | Function - Frontend - Backend |
| Desc | Create classes for Assassin & Thief |
| Status | Completed, August 27, 2020 |

# #0164 =====

|  |  |
| --- | --- |
| Title | Citadels Get user info |
| Type | Function - Frontend - Backend |
| Desc | The game page has the user information displayed |
| Status | Completed, August 6, 2020 |

# #0165 =====

|  |  |
| --- | --- |
| Title | Citadels Role No.3 & No.4 |
| Type | Function - Frontend - Backend |
| Desc | Create classes for Magician & King |
| Status | Completed, August 29, 2020 |

# #0166 =====

|  |  |
| --- | --- |
| Title | Citadels Get all boards |
| Type | Function - Frontend - Backend |
| Desc | All boards are displayed in citadels page. User can enter a board. |
| Status | Completed, August 6, 2020 |

# #0167 =====

|  |  |
| --- | --- |
| Title | Citadels Role No.5 & No.6 |
| Type | Function - Frontend - Backend |
| Desc | Create classes for Bishop & Merchant |
| Status | Completed, August 27, 2020 |

# #0168 =====

|  |  |
| --- | --- |
| Title | Citadels Spectator |
| Type | Function - Frontend - Backend |
| Desc | Spectator is detected when entering a table |
| Status | Pending |

# #0169 =====

|  |  |
| --- | --- |
| Title | Citadels Role No.7 & No.8 |
| Type | Function - Frontend - Backend |
| Desc | Create classes for Architect & Warlord |
| Status | Completed, August 28, 2020 |

# #0170 =====

|  |  |
| --- | --- |
| Title | Citadels Lord & player adding |
| Type | Function - Frontend - Backend |
| Desc | Lord is created for each room |
| Status | Pending |

# #0171 =====

|  |  |
| --- | --- |
| Title | Citadels Enter board |
| Type | Function - Frontend - Backend |
| Desc | User is able to enter a given board |
| Status | Completed, August 9, 2020 |

# #0172 =====

|  |  |
| --- | --- |
| Title | Citadels Define Phases |
| Type | Function - Frontend - Backend |
| Desc | Phases are recorded for current player |
| Status | Pending |

# #0173 =====

|  |  |
| --- | --- |
| Title | Citadels Define Rounds |
| Type | Function - Frontend - Backend |
| Desc | Rounds and current player are recorded. |
| Status | Completed, August 23, 2020 |

# #0174 =====

|  |  |
| --- | --- |
| Title | Citadels Build Limits |
| Type | Function - Frontend - Backend |
| Desc | Limit the number of districts builds & same name |
| Status | Pending |

# #0175 =====

|  |  |
| --- | --- |
| Title | Citadels End Game |
| Type | Function - Frontend - Backend |
| Desc | Have the end game check & end game page |
| Status | Completed, August 23, 2020 |

# #0176 =====

|  |  |
| --- | --- |
| Title | Citadels Offturn handles |
| Type | Function - Frontend - Backend |
| Desc | Handle page refresh during endturns |
| Status | Completed, August 29, 2020 |

# #0177 =====

|  |  |
| --- | --- |
| Title | Citadels Choose Role |
| Type | Function - Frontend - Backend |
| Desc | Role can be selected for each turn |
| Status | Completed, August 17, 2020 |

# #0178 =====

|  |  |
| --- | --- |
| Title | Citadels New Game Config |
| Type | Function - Frontend - Backend |
| Desc | Set configurations for a new game, namely: crown, random crown, end condition |
| Status | Pending |

# #0179 =====

|  |  |
| --- | --- |
| Title | Citadels Multiplayer Debug Controller |
| Type | Function - Frontend - Backend |
| Desc | Add controllers for different players |
| Status | Completed |

# #0180 =====

|  |  |
| --- | --- |
| Title | Citadels Crown Setup |
| Type | Function - Frontend - Backend |
| Desc | Lord can set where the crown is. |
| Status | Completed, August 16, 2020 |

# #0181 =====

|  |  |
| --- | --- |
| Title | Citadels Join table |
| Type | Function - Frontend - Backend |
| Desc | Other users can join the table. |
| Status | Pending |

# #0182 =====

|  |  |
| --- | --- |
| Title | Citadels lord priorities |
| Type | Function - Frontend - Backend |
| Desc | Define some stuff only lord can do: kick, dismiss. |
| Status | Pending |

# #0183 =====

|  |  |
| --- | --- |
| Title | Citadels hide info |
| Type | Function - Frontend - Backend |
| Desc | Hide certain info for offturn players when performing get |
| Status | Pending |

# #0184 =====

|  |  |
| --- | --- |
| Title | Citadels after select role handle |
| Type | Function - Frontend - Backend |
| Desc | After the last player select the role, change to take turns mode |
| Status | Completed, August 22, 2020 |

# #0185 =====

|  |  |
| --- | --- |
| Title | Citadels bot turns debug |
| Type | Function - Frontend - Backend |
| Desc | Some handles for bot |
| Status | Completed, August 23, 2020 |

# #0186 =====

|  |  |
| --- | --- |
| Title | Citadels 7 players choose role handle |
| Type | Function - Frontend - Backend |
| Desc | Special handles when 7 players choose role |
| Status | Completed, September 6, 2020 |

# #0187 =====

|  |  |
| --- | --- |
| Title | Citadels Logging |
| Type | Function - Frontend - Backend |
| Desc | Log each step |
| Status | Pending |

# #0188 =====

|  |  |
| --- | --- |
| Title | Citadels display scores |
| Type | Function - Frontend - Backend |
| Desc | Display scores for each player |
| Status | Completed, August 29, 2020 |

# #0189 =====

|  |  |
| --- | --- |
| Title | Citadels reorganize UI |
| Type | Function - Frontend - Backend |
| Desc | A “better” UI |
| Status | Completed, August 25, 2020 |

# #0190 Citadels finalize UI

|  |  |
| --- | --- |
| Title | Citadels finalize UI |
| Type | Function - Frontend - Backend |
| Desc | Finish up the UI for citadels |
| Status | Pending |

# #0191 =====

|  |  |
| --- | --- |
| Title | Citadels localization |
| Type | Function - Frontend - Backend |
| Desc | Translate all info into Chinese |
| Status | Completed, August 29, 2020 |

# #0192 =====

|  |  |
| --- | --- |
| Title | Citadels end turn warning msg |
| Type | Function - Frontend - Backend |
| Desc | If user has unused skill, display warning msg |
| Status | Completed, August 30, 2020 |

# #0193 =====

|  |  |
| --- | --- |
| Title | Citadels Cancel skill |
| Type | Function - Frontend - Backend |
| Desc | Add cancel button when using skill |
| Status | Completed, September 6, 2020 |

# #0194 =====

|  |  |
| --- | --- |
| Title | Citadels Back to game |
| Type | Function - Frontend - Backend |
| Desc | User can go back to a game after exit |
| Status | Completed, September 1, 2020 |

# #0195 Citadels Expansion

|  |  |
| --- | --- |
| Title | Citadels Expansion |
| Type | Function - Frontend - Backend |
| Desc | Notions of expansion |
| Status | Pending |

# #0196 =====

|  |  |
| --- | --- |
| Title | Citadels Detailed Score |
| Type | Function - Frontend - Backend |
| Desc | Include first finished & number of colors in game end page |
| Status | Pending |

# #0197 =====

|  |  |
| --- | --- |
| Title | Citadels easy special card class |
| Type | Function - Backend - Database |
| Desc | Add more easy special cards for citadels.  Todo:  South Street  Completed:  Global Harbor, Inn, Great Wall, Subway |
| Status | Completed, September 1, 2020 |

# #0198 =====

|  |  |
| --- | --- |
| Title | Citadels easy dark city card class |
| Type | Function - Backend - Database |
| Desc | Add easy dark city special cards for citadels.  Todo:  Completed:  Baolin Temple, CRH Station, Drowned City, Hongmei Park, Qingguo Lane, Canal, DevZone |
| Status | Completed, September 2, 2020 |

# #0199 =====

|  |  |
| --- | --- |
| Title | Citadels easy 2016 card class |
| Type | Function - Backend - Database |
| Desc | Add easy 2016 special cards for citadels.  Todo:  Completed:  Statue, Condo, MtMao, Tianning Temple, People’s Park, Bank, Comb |
| Status | Completed, September 2, 2020 |

# #0200 =====

|  |  |
| --- | --- |
| Title | Citadels easy kx card class |
| Type | Function - Backend - Database |
| Desc | Add easy kx special cards for citadels.  Todo:  Banshan Books,  Completed:  CultPalace, Commodity Market, GreatA3Factory, Tianmu Lake, Macaw Town, Dragon9Hill, Gold Store, Qingfeng Park |
| Status | Working |

# #0201 =====

|  |  |
| --- | --- |
| Title | Citadels take care of crown movement |
| Type | Function - Backend - Database |
| Desc | Take care of crown movement, namely:  Add special care for crown movement  Cannot discard No.4  If No.4 is killed, (no.1 or no.4) get the crown  Add Hotel & Zijing Park |
| Status | Completed, September 5, 2020 |

# #0202 =====

|  |  |
| --- | --- |
| Title | Citadels No.8 refactor |
| Type | Function - Backend - Database |
| Desc | No. 8 cannot destroy finished city. |
| Status | Completed, September 5, 2020 |

# #0203 =====

|  |  |
| --- | --- |
| Title | Citadels check role skill can be used |
| Type | Function - Backend - Database |
| Desc | Disable using role skill if the skill cannot be used |
| Status | Completed, September 5, 2020 |

# #0204 =====

|  |  |
| --- | --- |
| Title | Citadels beautify |
| Type | Function - Frontend - Backend |
| Desc | Add card beautify feature  Add Furniture Dealer, Zhonglian Building  Add 8 players mode |
| Status | Completed, September 7, 2020 |

# #0205 =====

|  |  |
| --- | --- |
| Title | Citadels other easy cards |
| Type | Function - Frontend - Backend |
| Desc | Add official easy cards & corresponding news  Completed:  Framework ,Museum, Village, Chemical Plant |
| Status | Completed, September 15, 2020 |

# #0206 =====

|  |  |
| --- | --- |
| Title | Splendor base classes |
| Type | Function - Frontend - Backend |
| Desc | Add classes for card, player, & board |
| Status | Pending |

# #0207 Splendor db storage

|  |  |
| --- | --- |
| Title | Splendor db storage |
| Type | Function - Frontend - Backend |
| Desc | Store card, player & board to db |
| Status | Pending |

# #0208 Splendor page

|  |  |
| --- | --- |
| Title | Splendor page |
| Type | Function - Frontend - Backend |
| Desc | Add splendor main page & game page |
| Status | Pending |

# #0208 Splendor AI

|  |  |
| --- | --- |
| Title | Splendor AI |
| Type | Function - Frontend - Backend |
| Desc | Add AI for splendor |
| Status | Pending |

# #0209 Splendor Nobles

|  |  |
| --- | --- |
| Title | Splendor Nobles Judge |
| Type | Function - Frontend - Backend |
| Desc | Add nobles handle for splendor |
| Status | Pending |

# #0210 Splendor turns handle

|  |  |
| --- | --- |
| Title | Splendor turns handle |
| Type | Function - Frontend - Backend |
| Desc | Handle turns for players |
| Status | Pending |

# #0211 Splendor logs

|  |  |
| --- | --- |
| Title | Splendor logs |
| Type | Function - Frontend - Backend |
| Desc | Add logger for Splendor |
| Status | Pending |

# #0212 Splendor endgame

|  |  |
| --- | --- |
| Title | Splendor endgame |
| Type | Function - Frontend - Backend |
| Desc | End the game when necessary |
| Status | Pending |

# #0213 =====

|  |  |
| --- | --- |
| Title | Citadels duo color cards |
| Type | Function - Frontend - Backend |
| Desc | Add duo color for citadels |
| Status | Completed, September 8, 2020 |

# #0214 =====

|  |  |
| --- | --- |
| Title | Citadels add journalist |
| Type | Function - Frontend - Backend |
| Desc | Add journalist for 8 player games. |
| Status | Completed, September 6, 2020 |

# #0215 Citadels configuration class

|  |  |
| --- | --- |
| Title | Citadels configuration class |
| Type | Function - Frontend - Backend |
| Desc | Everything is configured once in a same class |
| Status | Pending |

# #0216 =====

|  |  |
| --- | --- |
| Title | Citadels self-destroy card |
| Type | Function - Frontend - Backend |
| Desc | Add card index tracker for built card |
| Status | Completed, September 15, 2020 |

# #0217 =====

|  |  |
| --- | --- |
| Title | No thanks classes |
| Type | Function - Frontend - Backend |
| Desc | Add player & card classes |
| Status | Completed, September 8, 2020 |

# #0218 =====

|  |  |
| --- | --- |
| Title | No thanks db storage |
| Type | Function - Frontend - Backend |
| Desc | Store No thanks to db |
| Status | Completed, September 9, 2020 |

# #0219 =====

|  |  |
| --- | --- |
| Title | No thanks page |
| Type | Function - Frontend - Backend |
| Desc | Add pages for no thanks |
| Status | Completed, September 8, 2020 |

# #0220 =====

|  |  |
| --- | --- |
| Title | No thanks board entity |
| Type | Function - Frontend - Backend |
| Desc | Add board entity for no thanks |
| Status | Completed, September 9, 2020 |

# #0221 =====

|  |  |
| --- | --- |
| Title | No thanks images |
| Type | Function - Frontend - Backend |
| Desc | Create & add images for no thanks |
| Status | Completed, October 8, 2020 |

# #0222 =====

|  |  |
| --- | --- |
| Title | No thanks AI |
| Type | Function - Frontend - Backend |
| Desc | Add naive AI for no thanks |
| Status | Completed, September 27, 2020 |

# #0223 =====

|  |  |
| --- | --- |
| Title | Citadels new release 0919 |
| Type | Function - Frontend - Backend |
| Desc | Add following kx cards:  Charity House, Hu Palace, Asia Cinema, Watermelon Field, Insurance  Fixes:  Qingfeng Park, Furniture Dealer |
| Status | Completed, September 12, 2020 |

# #0224 =====

|  |  |
| --- | --- |
| Title | Citadels change color cards |
| Type | Function - Frontend - Backend |
| Desc | Add cards that can change colors |
| Status | Completed, October 17, 2020 |

# #0225 =====

|  |  |
| --- | --- |
| Title | Citadels delicacy |
| Type | Function - Frontend - Backend |
| Desc | Add delicacy as event cards |
| Status | Completed, October 3, 2020 |

# #0226 =====

|  |  |
| --- | --- |
| Title | No thanks rules |
| Type | Function - Frontend - Backend |
| Desc | Add rules for no thanks |
| Status | Pending |

# #0227 =====

|  |  |
| --- | --- |
| Title | No thanks enter board |
| Type | Function - Frontend - Backend |
| Desc | Other users can enter no thanks board |
| Status | Completed |

# #0228 =====

|  |  |
| --- | --- |
| Title | Citadels rules |
| Type | Function - Frontend - Backend |
| Desc | Add rules for Citadels |
| Status | Completed |

# #0229 =====

|  |  |
| --- | --- |
| Title | Citadels suppress image |
| Type | Function - Frontend - Backend |
| Desc | Make the images smaller for better performance |
| Status | Pending |

# #0230 Citadels titles

|  |  |
| --- | --- |
| Title | Citadels titles |
| Type | Function - Frontend - Backend |
| Desc | Add titles for citadels as extra points |
| Status | Pending |

# #0231 =====

|  |  |
| --- | --- |
| Title | No thanks all board |
| Type | Function - Frontend - Backend |
| Desc | Display all board information |
| Status | Pending |

# #0232 =====

|  |  |
| --- | --- |
| Title | Citadels add diplomat |
| Type | Function - Frontend - Backend |
| Desc | Add diplomat for citadels |
| Status | Completed, September 18, 2020 |

# #0233 =====

|  |  |
| --- | --- |
| Title | Citadels refactor free build |
| Type | Function - Frontend - Backend |
| Desc | Refactor the code for Framework. |
| Status | Completed, September 17, 2020 |

# #0234 =====

|  |  |
| --- | --- |
| Title | No thanks receive & send |
| Type | Function - Frontend - Backend |
| Desc | User is able to receive & send packs |
| Status | Completed, September 27, 2020 |

# #0235 =====

|  |  |
| --- | --- |
| Title | No thanks reorganize UI |
| Type | Function - Frontend - Backend |
| Desc | A “better” UI is created |
| Status | Completed, September 25, 2020 |

# #0236 =====

|  |  |
| --- | --- |
| Title | Citadels other new specials |
| Type | Function - Frontend - Backend |
| Desc | Some new easy citadels special cards are added |
| Status | Completed, September 27, 2020 |

# #0237 =====

|  |  |
| --- | --- |
| Title | No thanks log |
| Type | Function - Frontend - Backend |
| Desc | Log the game for no thanks |
| Status | Cancelled |

# #0238 =====

|  |  |
| --- | --- |
| Title | No thanks endgame |
| Type | Function - Frontend - Backend |
| Desc | End the game when necessary, add endgame page |
| Status | Pending |

# #0239 =====

|  |  |
| --- | --- |
| Title | No thanks choose start player |
| Type | Function - Frontend - Backend |
| Desc | End the game when necessary, add endgame page |
| Status | Pending |

# #0240 No thanks finalize UI

|  |  |
| --- | --- |
| Title | No thanks endgame |
| Type | Function - Frontend - Backend |
| Desc | A “better” UI is displayed for nothanks |
| Status | Pending |

# #0241 Index add news pages

|  |  |
| --- | --- |
| Title | Index add news pages |
| Type | Function - Frontend - Backend |
| Desc | Add news pages for previous news |
| Status | Pending |

# #0242 =====

|  |  |
| --- | --- |
| Title | No thanks multiplayer handles |
| Type | Function - Frontend - Backend |
| Desc | Add handlers for multiplayer |
| Status | Completed, October 8, 2020 |

# #0243 =====

|  |  |
| --- | --- |
| Title | No thanks money in deck option |
| Type | Function - Frontend - Backend |
| Desc | Red pockets can be drawn from deck |
| Status | Completed, October 9, 2020 |

# #0244 =====

|  |  |
| --- | --- |
| Title | Pokewhat basic classes |
| Type | Function - Frontend - Backend |
| Desc | A “better” UI is displayed for nothanks |
| Status | Completed, October 10, 2020 |

# #0245 =====

|  |  |
| --- | --- |
| Title | Pokewhat DB storage |
| Type | Function - Frontend - Backend |
| Desc | A “better” UI is displayed for nothanks |
| Status | Completed, October 15, 2020 |

# #0246 =====

|  |  |
| --- | --- |
| Title | No thanks sort players in endgame |
| Type | Function - Frontend - Backend |
| Desc | Red pockets can be drawn from deck |
| Status | Completed, October 11, 2020 |

# #0247 =====

|  |  |
| --- | --- |
| Title | Pokewhat Pages |
| Type | Function - Frontend - Backend |
| Desc | Add pages for Pokewhat |
| Status | Completed, October 24, 2020 |

# #0248 =====

|  |  |
| --- | --- |
| Title | Pokewhat all card effects |
| Type | Function - Frontend - Backend |
| Desc | Add effects for each card |
| Status | Completed, October 28, 2020 |

# #0249 =====

|  |  |
| --- | --- |
| Title | Pokewhat logs |
| Type | Function - Frontend - Backend |
| Desc | Add logging for all activities |
| Status | Completed, November 15, 2020 |

# #0250 =====

|  |  |
| --- | --- |
| Title | Pokewhat AllRes |
| Type | Function - Frontend - Backend |
| Desc | Add all resources in place & finish AllRes cards |
| Status | Completed, October 11, 2020 |

# #0251 =====

|  |  |
| --- | --- |
| Title | Pokewhat Start game |
| Type | Function - Frontend - Backend |
| Desc | Game can start |
| Status | Completed, October 25, 2020 |

# #0252 =====

|  |  |
| --- | --- |
| Title | Citadels some “easy” delicacies |
| Type | Function - Frontend - Backend |
| Desc | Add 3 easy ones |
| Status | Completed, October 11, 2020 |

# #0253 Citadels Special Card selector

|  |  |
| --- | --- |
| Title | Citadels special card selector |
| Type | Function - Frontend - Backend |
| Desc | Lord can select which special cards/delicacies used in game |
| Status | Pending |

# #0254 =====

|  |  |
| --- | --- |
| Title | Pokewhat End game |
| Type | Function - Frontend - Backend |
| Desc | Pokewhat end the game when necessary |
| Status | Completed, November 14, 2020 |

# #0255 =====

|  |  |
| --- | --- |
| Title | Pokewhat choose pm |
| Type | Function - Frontend - Backend |
| Desc | Pokewhat user can choose pm before game actually starts |
| Status | Completed, November 15, 2020 |

# #0256 =====

|  |  |
| --- | --- |
| Title | Pokewhat add bot |
| Type | Function - Frontend - Backend |
| Desc | Pokewhat user can add bot for the game |
| Status | Pending |

# #0257 =====

|  |  |
| --- | --- |
| Title | Pokewhat bot AI |
| Type | Function - Frontend - Backend |
| Desc | Pokewhat user can add bot for the game |
| Status | Completed, November 14, 2020 |

# #0258 =====

|  |  |
| --- | --- |
| Title | Pokewhat enter board |
| Type | Function - Frontend - Backend |
| Desc | Pokewhat user can enter boards |
| Status | Completed, November 8, 2020 |

# #0259 =====

|  |  |
| --- | --- |
| Title | Pokewhat use moves |
| Type | Function - Frontend - Backend |
| Desc | Pokewhat user can use moves during turns |
| Status | Completed, November 13, 2020 |

# #0260 =====

|  |  |
| --- | --- |
| Title | Pokewhat end round handle |
| Type | Function - Frontend - Backend |
| Desc | Pokewhat end a round when someone is beaten |
| Status | Completed, November 14, 2020 |

# #0261 =====

|  |  |
| --- | --- |
| Title | Pokewhat use up moves handle |
| Type | Function - Frontend - Backend |
| Desc | Pokewhat eliminate other users when all moves are used |
| Status | Completed, November 14, 2020 |

# #0262 =====

|  |  |
| --- | --- |
| Title | Pokewhat “better” UI |
| Type | Function - Frontend - Backend |
| Desc | Pokewhat reorganize UI |
| Status | Completed, November 14, 2020 |

# #0263 =====

|  |  |
| --- | --- |
| Title | Pokewhat choose avatar |
| Type | Function - Frontend - Backend |
| Desc | Pokewhat user is able to choose avatar in creategame page |
| Status | Completed, November 15, 2020 |

# #0264 =====

|  |  |
| --- | --- |
| Title | Pokewhat refresh pages |
| Type | Function - Frontend - Backend |
| Desc | Pokewhat refresh main, create game and game page |
| Status | Completed, November 14, 2020 |

# #0265 =====

|  |  |
| --- | --- |
| Title | Pokewhat rules |
| Type | Function - Frontend - Backend |
| Desc | Pokewhat edit rules page |
| Status | Completed, November 16, 2020 |

# #0266 =====

|  |  |
| --- | --- |
| Title | Pokewhat finalize UI |
| Type | Function - Frontend - Backend |
| Desc | Finish up UI for Pokewhat |
| Status | Completed, November 19, 2020 |

# #0267 =====

|  |  |
| --- | --- |
| Title | Pokewhat Eternal Beam special |
| Type | Function - Frontend - Backend |
| Desc | Add Eternal Beam to player’s hand. |
| Status | Completed, November 16, 2020 |

# #0268 =====

|  |  |
| --- | --- |
| Title | Pokewhat anymation try |
| Type | Function - Frontend - Backend |
| Desc | Try animation for Pokewhat |
| Status | Completed, December 5, 2020 |

# #0269 =====

|  |  |
| --- | --- |
| Title | Gravepsycho classes |
| Type | Function - Frontend - Backend |
| Desc | Add basic classes for gravepsycho |
| Status | Completed, November 20, 2020 |

# #0270 =====

|  |  |
| --- | --- |
| Title | Gravepsycho DB storage |
| Type | Function - Frontend - Backend |
| Desc | Store basic classes for gravepsycho to DB |
| Status | Pending |

# #0271 =====

|  |  |
| --- | --- |
| Title | Gravepsycho Pages |
| Type | Function - Frontend - Backend |
| Desc | Add Pages for Gravepsycho |
| Status | Completed, November 26, 2020 |

# #0272 =====

|  |  |
| --- | --- |
| Title | Gravepsycho Start Game |
| Type | Function - Frontend - Backend |
| Desc | User is able to start Gravepsycho game |
| Status | Completed, November 26, 2020 |

# #0273 =====

|  |  |
| --- | --- |
| Title | Gravepsycho End Game |
| Type | Function - Frontend - Backend |
| Desc | End game handles |
| Status | Completed, November 26, 2020 |

# #0274 =====

|  |  |
| --- | --- |
| Title | Gravepsycho finalize UI |
| Type | Function - Frontend - Backend |
| Desc | Finalize UI for Gravepsycho |
| Status | Completed, November 27, 2020 |

# #0275 =====

|  |  |
| --- | --- |
| Title | Pokewhat Updates 1122 |
| Type | Function - Frontend - Backend |
| Desc | Pokewhat add game end options & add more images |
| Status | Completed, November 22, 2020 |

# #0276 =====

|  |  |
| --- | --- |
| Title | Fix sortings for pokewhat and nothanks |
| Type | Function - Frontend - Backend |
| Desc | Fix the bug in endgame sorts |
| Status | Completed, November 24, 2020 |

# #0277 =====

|  |  |
| --- | --- |
| Title | Gravepsycho Run Game |
| Type | Function - Frontend - Backend |
| Desc | User is able to run Gravepsycho game |
| Status | Completed, November 26, 2020 |

# #0278 =====

|  |  |
| --- | --- |
| Title | Gravepsycho multiplayer try |
| Type | Function - Frontend - Backend |
| Desc | Add multiplayer handles |
| Status | Completed, November 26, 2020 |

# #0279 Gravepsycho smart reveal option

|  |  |
| --- | --- |
| Title | Gravepsycho smart reveal option |
| Type | Function - Frontend - Backend |
| Desc | Reveal until a disaster/treasure show up for every round |
| Status | Pending |

# #0280 Gravepsycho animation try

|  |  |
| --- | --- |
| Title | Gravepsycho animation try |
| Type | Function - Frontend - Backend |
| Desc | Try animation when a card is revealed |
| Status | Pending |

# #0281 =====

|  |  |
| --- | --- |
| Title | Pokewhat end round handle |
| Type | Function - Frontend - Backend |
| Desc | Prompt for notification when round end |
| Status | Completed, November 28, 2020 |

# #0282 =====

|  |  |
| --- | --- |
| Title | Coslash refactor classes |
| Type | Function - Frontend - Backend |
| Desc | Refactor classes for Coslash |
| Status | Completed, November 29, 2020 |

# #0283 =====

|  |  |
| --- | --- |
| Title | Citadels more special cards |
| Type | Function - Frontend - Backend |
| Desc | More Citadels DIY cards |
| Status | Completed, December 7, 2020 |

# #0284 =====

|  |  |
| --- | --- |
| Title | Onenight classes |
| Type | Function - Frontend - Backend |
| Desc | Refactor classes for Coslash |
| Status | Completed, December 9, 2020 |

# #0285 =====

|  |  |
| --- | --- |
| Title | Onenight DB storage |
| Type | Function - Frontend - Backend |
| Desc | Refactor classes for Coslash |
| Status | Completed, December 9, 2020 |

# #0286 =====

|  |  |
| --- | --- |
| Title | Onenight Page |
| Type | Function - Frontend - Backend |
| Desc | Add Pages for onenight |
| Status | Completed, December 11, 2020 |

# #0287 =====

|  |  |
| --- | --- |
| Title | Onenight Start Game |
| Type | Function - Frontend - Backend |
| Desc | Start Onenight game |
| Status | Completed, December 12, 2020 |

# #0288 Onenight All Roles

|  |  |
| --- | --- |
| Title | Onenight All Roles |
| Type | Function - Frontend - Backend |
| Desc | Complete each role’s requirements |
| Status | Working |

# #0289 Onenight AI

|  |  |
| --- | --- |
| Title | Onenight AI |
| Type | Function - Frontend - Backend |
| Desc | Create AI for each role |
| Status | Working |

# #0290 Onenight End Game

|  |  |
| --- | --- |
| Title | Onenight End Game |
| Type | Function - Frontend - Backend |
| Desc | End game handles |
| Status | Working |

# #0291 =====

|  |  |
| --- | --- |
| Title | Onenight Role setup |
| Type | Function - Frontend - Backend |
| Desc | User can choose which role to be included in the game |
| Status | Completed, December 12, 2020 |

# #0292 =====

|  |  |
| --- | --- |
| Title | Onenight multiplayer handle |
| Type | Function - Frontend - Backend |
| Desc | Add multiplayer handles for onenight |
| Status | Pending |

# #0293 =====

|  |  |
| --- | --- |
| Title | Onenight night phase |
| Type | Function - Frontend - Backend |
| Desc | Allow all user manipulations for night phase |
| Status | Completed, December 13, 2020 |

# #0294 =====

|  |  |
| --- | --- |
| Title | Onenight day phase |
| Type | Function - Frontend - Backend |
| Desc | Allow vote for day phase |
| Status | Pending |

# #0295 =====

|  |  |
| --- | --- |
| Title | Onenight redesivn setup |
| Type | Function - Frontend - Backend |
| Desc | During setup, show all roles & select |
| Status | Pending |

# #0296 Onenight finalize UI

|  |  |
| --- | --- |
| Title | Onenight finalize UI |
| Type | Function - Frontend - Backend |
| Desc | Finalize UI |
| Status | Working |

# #0297 =====

|  |  |
| --- | --- |
| Title | Onenight solo wolf option |
| Type | Function - Frontend - Backend |
| Desc | Lone wolf can see center card |
| Status | Completed, December 25, 2020 |

# #0298 =====

|  |  |
| --- | --- |
| Title | Onenight random first player |
| Type | Function - Frontend - Backend |
| Desc | Lone wolf can see center card |
| Status | Completed, January 1, 2021 |

# #0299 =====

|  |  |
| --- | --- |
| Title | Towermaker Classes |
| Type | Function - Frontend - Backend |
| Desc | Basic class |
| Status | Completed, January 16, 2021 |

# #0300 Towermaker DB Storage

|  |  |
| --- | --- |
| Title | Towermaker DB Storage |
| Type | Function - Frontend - Backend |
| Desc | Store Towermaker Game to DB |
| Status | Pending |

# #0301 Towermaker Pages

|  |  |
| --- | --- |
| Title | Towermaker Pages |
| Type | Function - Frontend - Backend |
| Desc | Store Towermaker Game to DB |
| Status | Pending |

# #0302 Towermaker Phase I

|  |  |
| --- | --- |
| Title | Towermaker Pages |
| Type | Function - Frontend - Backend |
| Desc | Store Towermaker Game to DB |
| Status | Pending |

# #0303 =====

|  |  |
| --- | --- |
| Title | Onenight Choose Role UI |
| Type | Function - Frontend - Backend |
| Desc | Change the way to display UI |
| Status | Completed, Febrary 6,2021 |

# #0304 Onenight seperate role marks

|  |  |
| --- | --- |
| Title | Onenight separate role marks |
| Type | Function - Frontend - Backend |
| Desc | Change the way to display UI |
| Status | Working |

# #0305 Onenight multiple role layers

|  |  |
| --- | --- |
| Title | Onenight multiple role layers |
| Type | Function - Frontend - Backend |
| Desc | Change the way to display UI |
| Status | Working |

# #0306 Onenight allow to edit display name

|  |  |
| --- | --- |
| Title | Onenight allow to edit display name |
| Type | Function - Frontend - Backend |
| Desc | Change the way to display UI |
| Status | Working |

# #0307 =====

|  |  |
| --- | --- |
| Title | Onenight generic functions |
| Type | Function - Frontend - Backend |
| Desc | Create generic functions for view, exchange, etc. |
| Status | Completed, February 7, 2021 |

# #0308 =====

|  |  |
| --- | --- |
| Title | Onenight dawn phase |
| Type | Function - Frontend - Backend |
| Desc | Add dawn phase and edit corresponding roles, add masquerader handle |
| Status | Completed, February 7, 2021 |

# #0309 =====

|  |  |
| --- | --- |
| Title | Onenight solewolf change |
| Type | Function - Frontend - Backend |
| Desc | A role card is revealed for solewolf instead of choosed |
| Status | Completed, February 12, 2021 |

# #0310 =====

|  |  |
| --- | --- |
| Title | Zodiac Classes |
| Type | Function - Frontend - Backend |
| Desc | Basic classes for Zodiac |
| Status | Completed, March 13, 2021 |

# #0311 =====

|  |  |
| --- | --- |
| Title | Zodiac DB Storage |
| Type | Function - Frontend - Backend |
| Desc | DB storages for Zodiac |
| Status | Completed, March 24, 2021 |

# #0312 =====

|  |  |
| --- | --- |
| Title | Zodiac Pages |
| Type | Function - Frontend - Backend |
| Desc | Pages for Zodiac |
| Status | Completed, March 19, 2021 |

# #0313 =====

|  |  |
| --- | --- |
| Title | Zodiac Start Game |
| Type | Function - Frontend - Backend |
| Desc | Start Zodiac Game |
| Status | Completed, April 7, 2021 |

# #0314 =====

|  |  |
| --- | --- |
| Title | Zodiac Join Game |
| Type | Function - Frontend - Backend |
| Desc | Join Zodiac Game |
| Status | Completed, April 7, 2021 |

# #0315 Zodiac End Game

|  |  |
| --- | --- |
| Title | Zodiac End Game |
| Type | Function - Frontend - Backend |
| Desc | Zodiac end game handle |
| Status | Pending |

# #0316 =====

|  |  |
| --- | --- |
| Title | Zodiac Roles |
| Type | Function - Frontend - Backend |
| Desc | Zodiac roles classes |
| Status | Completed, March 23, 2021 |

# #0317 Zodiac Inspect phase handles

|  |  |
| --- | --- |
| Title | Zodiac Inspect phase handles |
| Type | Function - Frontend - Backend |
| Desc | Zodiac inspect phase handles in UI |
| Status | Pending |

# #0318 Zodiac vote phase handles

|  |  |
| --- | --- |
| Title | Zodiac Vote phase handles |
| Type | Function - Frontend - Backend |
| Desc | Zodiac vote phase handles in UI |
| Status | Pending |

# #0319 Zodiac detect phase handles

|  |  |
| --- | --- |
| Title | Zodiac Vote phase handles |
| Type | Function - Frontend - Backend |
| Desc | Zodiac detect phase handles in UI |
| Status | Pending |

# #0320 =====

|  |  |
| --- | --- |
| Title | Onenight Dusk phase |
| Type | Function - Frontend - Backend |
| Desc | Add dusk phase for Onenight |
| Status | Completed, April 5, 2021 |

# #0321 Onenight Status

|  |  |
| --- | --- |
| Title | Onenight Status |
| Type | Function - Frontend - Backend |
| Desc | Add status |
| Status | Pending |

# #0322 Onenight Waiting

|  |  |
| --- | --- |
| Title | Onenight Waiting |
| Type | Function - Frontend - Backend |
| Desc | Wait for Alpha wolf |
| Status | Pending |

# #0323 Zodiac Alter Rules

|  |  |
| --- | --- |
| Title | Zodiac Alter Rules |
| Type | Function - Frontend - Backend |
| Desc | Alter rules for Zodiac |
| Status | Pending |