

## Sprint Backlog #4 for Game Engine

ID	Story	Priority
1	As a client, I want to see a documentation on the requests I can make to the engine server, so that I know how the game works.	high
2	As a client, I want to see that the engine server supports multiple games at a time, so that the state of a game does not affect the state of another game.	high
3	As a player, I want to be able to leave and enter the game whenever I want, so that I can play in any circumstances.	high
4	As a player, I want the current game state to be restored if connection problems appear, so that I can continue playing from where the game was interrupted.	high
5	As a client, I want to see the functionality integrated in the game, so that the interface makes the suitable requests to the engine server.	high