

Sprint Backlog #3 for Game Engine		
ID	Story	Priority
1	As a player, I want to put the first two settlements and two roads, so that I can receive resources.	high
2	As a player, I have to discard half of my resource cards when the dice sum is seven, so that the game rules are respected.	high
3	As a player, I want to see where I can build my properties, so that I do not select wrong places.	high
4	As a player, I want other players to accept or refuse my trade version, so that I can decide what I want to offer and request.	high
5	As a player, I want to make trade with the bank or with a port, so that I can use the resource cards efficiently.	high
6	As a game manager, I want to be able to end the game when needed, so that the game will not continue without players.	high
7	As a player, I want to see whenever I make a wrong move, so that I can see if I do not follow the rules.	medium
8	As a player, I want to see what I can afford and my public and hidden Victory Points, so that I can decide my next moves.	medium
9	As a game manager, I want to see the ranking at any point in the game, so that I know if a player has won.	medium
10	As a client, I want to see unit tests on each action, so that I know if the game rules are respected.	medium