

## Sprint#3\_DoD

ID	Task		Story	Priority	Status
1	Have acces to ..	Sprint Backlog	Add pdf document of the Sprint Backlog#3	High	Done
2		Definition of Done	Add pdf document of the Definition of Done#3	High	Done
3		Assignment of Tasks	Add pdf document of the Assignment of Tasks	High	Done
4	See the wireframe design for ..	Waiting Room	Add image format of the wireframe design for Waiting Room	High	Done
5		Game Room	Add image format of the wireframe design for Game Room	High	Done
6	Use and navigate to ..	Waiting Room	Create an interface for a user to see Waiting Room	High	Done
7		Status Bar during the game	Create an interface for a user to see Status Bar	High	Done
8		Chat Box during the game	Create an interface for a user to see Chat Box	High	Done
9		Action Panel for Build Pieces	Create an interface for a user to see Action Panel for Build Pieces	High	Done
10		Main Action Panel	Create an interface for a user to see Main Action Panel	High	Done
11		Cards Panel	Create an interface for a user to see Cards Panel	High	Done
12		Trade Menu	Create an interface for a user to see Trade Menu	High	Done
13		Settings Menu	Create an interface for a user to see Settings Menu	High	Done
14	Create design for ..	Cities Pieces	Use Blender to create 3D visualizations for Cities Pieces	High	Done
15		Roads Pieces	Use Blender to create 3D visualizations for Roads Pieces	High	Done
16		Dice	Use Illustrator to create visualization for Dice	High	Done
17		Sea Hexagon	Create an interface for player to see the sea hexagons of the board	High	Done
18		Ports	Create an interface for player to see the ports of the game board	High	Done
19	Use and navigate to ..	Cities Pieces	Create an interface for player to see the cities pieces of the game	High	Done
20		Roads Pieces	Create an interface for player to see the roads pieces of the game	High	Done
21		Dice	Create an interface for player to see the dice of the game	High	Done
22		Sea Hexagon	Use Blender to create 3D visualizations for Sea Hexagon	High	Done
23		Ports	Use Blender to create 3D visualizations for Ports	High	Done
24	Add positions on the board		Add positions on the board to add pieces	High	Done
25	Show when it's the turn of each player		Show when it's the turn of each player in Status Bar	High	Done
26	Send to Connectivity moves and actions from the player		Send to Connectivity moves and actions from the player	High	Done
27	Show messages from Connectivity		Show messages when the player wants to make a certain move	High	Done
28	Test the User Experience		Test the game with real users	High	In progress