Sprint#4_DoD

ID	Task		Story	Priority	Status
1	Have acces to ..	Sprint Backlog	Add pdf document of the Sprint Backlog#4	High	Done
2		Definition of Done	Add pdf document of the Definition of Done#4	High	Done
3		Assignment of Tasks	Add pdf document of the Assignment of Tasks	High	Done
4		User Manual (Documentation)	Add pdf document of the User Manual	High	Done
5	Create design for ..	Lobby	Add image format of the wireframe design for List Of Lobby	High	Done
6		Almanac	Add image format of the wireframe design for Almanac	High	Done
7	Use and navigate to ..	Lobby	Create an interface for user to see List Of Lobby	High	Done
8		Almanac	Create an interface for user to see Almanac	High	Done
9		Development Cards	Create an interface for user to see Development Cards	High	Done
10		Special Cards	Create an interface for user to see Special Cards	High	Done
11	Show when it's the turn of each player		Show when it's the turn of each player in Status Bar	High	Done
12	Display details of lobbies taken from Connectivity		Create an interface for user to see details of lobbies taken from Connectivity (Loby Name, Extension, Players)	High	Done
13	Display the pieces of the other players on the board		Create an interface for user to see the pieces of the other players on the board	High	Done
14	Display information in the status bar		Create an interface for user to see points/number of cards/number of cards in the status bar	High	Done
15	Display number of Resources Cards		Create an interface for user to see number of Resources Cards	High	Done
16	Display number of Development Cards		Create an interface for user to see number of cards of Development Cards	High	Done
17	Add Trade functionality		Add functionality to trade with other players	High	Done
18	Add functionality to move the Robber		Add functionality to move the Robber when sum of the dice is 7	High	Done
19	Add functionality to use Development Cards		Add functionality to use Development Cards in game	High	Done
20	Fix button errors		Fix button errors by adding functionality	High	Done
21	Update Project Arhitecture		Update Use-Case Diagrams	High	Done
22	Test the User Experience		Test the game with real users	High	In progress
23	See animation for the appearance of cards		Create an interface for user to see animation for the appearance of cards	High	Medium
24	Use and navigate to ,,	Floor	Create an interface for a user to see Floor	High	Medium
25		Table	Create an interface for a user to see Table	High	Medium
26		Chairs	Create an interface for a user to see Chairs	High	Medium
27		Decorative objects	Create an interface for user to see Decorative objects (book, candle, cup, ink)	High	Low
28	See the candle animation		Create an interface for user to see the candle animation	High	Low
29	Add the option to turn off and on the light		Create an interface for user to turn off and on the light	High	Low