

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		Status Bar during the game	Add image format of the wireframe design for Status Bar	High	Done
6		Chat Box during the game	Add image format of the wireframe design for Chat Box	High	Done
7		Action Panel for Build Pieces	Add image format of the wireframe design for Action Panel	High	Done
8		Trade Menu	Add image format of the wireframe design for Trade Menu	High	Done
9	Use and navigate to ..	Waiting Room	Create an interface for a user to see Waiting Room	High	Done
10		Status Bar during the game	Create an interface for a user to see Status Bar	High	Done
11		Chat Box during the game	Create an interface for a user to see Chat Box	High	Done
12		Action Panel for Build Pieces	Create an interface for a user to see Actiona Panel	High	Done
13		Trade Menu	Create an interface for a user to see Trade 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		Ports	Use Blender to create 3D visualizations for Ports	High	Done
17	Use and navigate to ..	Cities Pieces	Create an interface for player to see the cities pieces of the game	High	Done
18		Roads Pieces	Create an interface for player to see the roads pieces of the game	High	Done
19		Ports	Create an interface for player to see the ports of the game board	High	Done
20	Add positions on the board		Add positions on the board to add pieces	High	Done
21	Test the User Experience		Test the game with real users	High	In progress