Sprint#3_Backlog

ID	As a ..	I want to be able to ..		Priority	Sprint
1	Client & Game Designer	Have acces to ..	Sprint Backlog	High	3
2	Client & Game Designer		Definition of Done	High	3
3	Client & Game Designer		Assignment of Tasks	High	3
4	Game Designer	See the wireframe design for ..	Waiting Room	High	3
5	Game Designer		Game Room	High	3
6	Player & Game Designer	Use and navigate to ..	Waiting Room	High	3
7	Player & Game Designer		Status Bar during the game	High	3
8	Player & Game Designer		Chat Box during the game	High	3
9	Player & Game Designer		Action Panel for Build Pieces	High	3
10	Player & Game Designer		Main Action Panel	High	3
11	Player & Game Designer		Cards Panel	High	3
12	Player & Game Designer		Trade Menu	High	3
13	Player & Game Designer		Settings Menu	High	3
14	Game Designer	Create design for ..	Cities Pieces	High	3
15	Game Designer		Roads Pieces	High	3
16	Game Designer		Dice	High	3
17	Game Designer		Ports	High	3
18	Game Designer		Sea Hexagons	High	3
19	Player & Game Designer	Use and navigate to ..	Cities Pieces	High	3
20	Player & Game Designer		Roads Pieces	High	3
21	Player & Game Designer		Dice	High	3
22	Player & Game Designer		Ports	High	3
23	Player & Game Designer		Sea Hexagons	High	3
24	Player & Game Designer	Add positions on the board		High	3
25	Player & Game Designer	Show when it's the turn of each player		High	3
26	Player & Game Designer	Send to Connectivity moves and actions from the player		High	3
27	Player & Game Designer	Show messages from Connectivity		High	3
28	Game Designer	Test the User Experience		High	3