Sprint#2_DoD

ID	Task		Story	Priority	Status
1	Have acces to ..	Sprint Backlog	Add pdf document of the Sprint Backlog#2	High	Done
2		Definition of Done	Add pdf document of the Definition of Done#2	High	Done
3		Assignment of Tasks	Add pdf document of the Assignment of Tasks	High	Done
4	See the wireframe design for ..	Terms&Conditions	Add image format of the wireframe design for Terms&Conditions	High	Done
5		Check Window	Add image format of the wireframe design for Check Window	High	Done
6		Password forgot Window	Add image format of the wireframe design for Password forgot Window	High	Done
7	Use and navigate to ..	Terms&Conditions	Create an interface for a user to see Terms&Conditions	High	Done
8		Check Window	Create an interface for a user to see Check Window	High	Done
9		Password forgot Window	Create an interface for a user to see Password forgot Window	High	Done
10	Inform about Blender 3D creation suite		Documentation	High	Done
11	Create design for	Hexagons	Use Blender to create 3D visualizations for Hexagons	High	Done
12		Sea	Use Blender to create 3D visualizations for Sea	High	Done
13		Pastures	Use Blender to create 3D visualizations for Pastures	High	Done
14		Forests	Use Blender to create 3D visualizations for Forests	High	Done
15		Hills	Use Blender to create 3D visualizations for Hills	High	Done
16		Mountains	Use Blender to create 3D visualizations for Mountains	High	Done
17		Fields	Use Blender to create 3D visualizations for Fields	High	Done
18		Resource Cards	Use Illustrator to create visualizations for Resource Cards	High	Done
19		Development Cards	Use Illustrator to create visualizations for Development Cards	High	Done
20		Special Cards	Use Illustrator to create visualizations for Special Cards	High	Done
21		Building Costs Cards	Use Illustrator to create visualizations for Building Costs Cards	High	Done
22		Rober Piece	Use Blender to create 3D visualizations for Rober Piece	High	Done
23		Settlements Pieces	Use Blender to create 3D visualizations for Settlements Pieces	High	Done
24		Dice	Use Blender to create 3D visualizations for Dice	High	Done
25	Use and navigate to BoardGame	Hexagons	Create an interface for player to see the hexagons of the game board	High	Done
26		Sea	Create an interface for player to see the sea of the game board	High	Done
27		Pastures	Create an interface for player to see the pastures of the game board	High	Done
28		Forests	Create an interface for player to see the forests of the game board	High	Done
29		Hills	Create an interface for player to see the hills of the game board	High	Done
30		Mountains	Create an interface for player to see the mountains of the game board	High	Done
31		Fields	Create an interface for player to see the fields of the game board	High	Done
32	Use and navigate to ..	Resource Cards	Create an interface for player to see the resource cards of the game	High	Done
33		Development Cards	Create an interface for player to see the development cards of the game	High	Done
34		Special Cards	Create an interface for player to see the special cards of the game	High	Done
35		Building Costs Cards	Create an interface for player to see the building costs cards of the game	High	Done
36		Rober Piece	Create an interface for player to see the rober piece of the game	High	Done
37		Settlements Pieces	Create an interface for player to see the settlements pieces of the game	High	Done
38		Dice	Create an interface for player to see the dice of the game	High	Done
39	Connect with Connectivity	Place the hexagons	Place the hexagons according to the received json	High	Done
40		Save data	Save data from connectivity in binary format	High	Done
41	See the game at Full HD resolution		Change the Game Resolution to 1920x1080	High	Done
42	Test the User Experience		Test the game with real users	High	In progress
43	Have Sounds	Background Music	Add Background Music	Medium	Done
44	Building a Camera Controller		Create a Camera Controller - WASD for direction, Q/E for rotation	Medium	Done
45	See the animation of the dice		Add an animation when the dice are rolled	Low	Done