Product Backlog

As a	I want to	Priority	Sprint	Status
Client	Have all he moves that a teamplayer makes updated in the game.	high	4	
Client	See my username in the chat	high	4	
Game Dev	Update the chat script so the the real username is shown in chat	high	4	
Game Dev	Make all elements to be broadcasted	high	4	
Game Dev	Make requests to GE module for each move a player makes	high	4	

Game Dev	Make a broadcast function that can send information to all players that are in the same lobby	high	4	
Game Dev	Make Unit Tests	high	4	
Game Dev	Make user to have a "session" and to update his/her status when leaves game	high	4	
Game Dev	Give GI a list with all lobbies that are available	high	4	