

Not Done			Done		
As a(n)	we want to	so that	As a(n)	we want to	so that
As a player who passes GO	I want to earn \$200.		developer	brainstorm user stories	we have clear goals outlined
As a player who lands on community chest space (3)	I want to pick up a community chest card and perform its action.		developer	create CRC cards	we can better understand class relationships and dependencies
As a player who lands on a chance space (3)	I want to pick up a chance card and perform its action		developer	create a shared UML	we can better understand class relationships and dependencies
As a player who lands on a tax space	I want to be able to pay tax to the banker		developer	create a product backlog	we can track our progress
As a player who doesn't have enough money to pay rent and has no properties	I want to be kicked out of the game		developer	create a simple board	to see the game
As an advanced player,	I want to be able to trade with other players		developer	create a player class	
As a more advanced player,	I would like a richer experience with free parking (get money that has been collected from community pot)		developer	create a die class	
As a more advanced player	I want to be able to play against the computer for practice		developer	learn how to use git	access the most up to date files
As an advanced player,	I want \$400 for landing on GO		developer	create JavaFX die	
As an advanced player,	I want to be able to trade properties with another player		developer	add player info to the board	
As an advanced player,	I want a richer experience with the more complex chance and community cards (i.e. moving pass go without monetary reward)		developer	create JavaFX player tokens	
As an advanced player,	I want to be able to mortgage properties		developer	brainstorm how to code rules	
As an advance player,	I want to go to jail after rolling 3 doubles in a row		developer	create jail class	
			developer	create railroad class	
			developer	add images to the board	
			developer	create instances of each property in propertiesMain class	
			developer	create utilities class	
			developer	add controls to the board	
			developer	update the uml	
			developer	start the game in console	
			developer	create presentation	
			developer	record video	
			developer	edit video	
			developer	work on written documentation	
			developer	comment all code	
			developer	create .jar file	
			starting player,	the bank to give me \$1,500 to start	
			visual person,	I want a board that looks much like the real monopoly board	I feel like I'm really playing the game
			visual person,	I want two dice to roll	
			player,	I want two random numbers to be generated	I can determine the number of spaces to move
			player with properties	I want to be able to see what I own	
				I want each property to have a set cost to buy, know how many houses are on the property, and rent based on the number of houses and hotels	
			player,		
			player who is in jail,	I want to leave jail when I roll doubles or pay \$50	
			popular person,	I want to be able to play with 3 friends for a 4 person game	
			popular person,	I want to be able to play with 3 friends for a 4 person game	
			advanced player,	I want to have the monopoly tokens to represent players	
			player,	I want to move the number of spaces I rolled	
			real estate owner,	I want to be able to buy houses *(see rule change)	
			As a player who landed on an owned property	I want to be able to pay rent	
			player who landed on an unowned property	I want to be able to buy the property or not (with no penalty), if I have enough money	
			As a player who doesn't have enough money to pay rent, but has houses	I want to sell enough houses to pay rent	
			As a player who doesn't have enough money to pay rent and has no houses,	I want to sell enough property to pay rent	
				I want to have to pay \$50 to get out of jail after 3 times of not rolling doubles	
			advanced player,	I want there to be a maximum of 4 houses or one hotel on each property	
			real estate owner,		
			visual person,	I want a space marker	I can see where on the board I am
				I want a random player to be picked as the start person and an order of players to follow	the game is fair
			group starting the game,		