User story.

* Building GUI ~ Gideon  
  As a user, I want to be able to play a game with good graphics. The current version looks dull on the command line, just black and white, not very appeasing to the eyes.   
    
  Implementation Details: Use JavaFX to draw the board, and play the game.   
  Priority: 1  
  Effort: 3
* Save Feature: ~ Imran  
  As a user, I want to be able to save my progress and get back to the game later.   
  Implementation Details: Create a save file for the game and for the player’s scores.   
    
  Priority: 1

Effort: 2

* Accessibility: AUDIO ~ Evan  
    
  As a visually impaired, I want to be able to play the boggle game.   
    
  Implementation Details: We will use the keyboard arrow keys to move around the board, the enter key to choose a letter, backspace to delete a letter, and the computer should be able to speak out loud the letter I hover over

Priority: 2  
Effort: 3

* Accessibility, Font. ~ Shereece  
  As a visually impaired person, I want to be able to increase/decrease the font of the boggle game.  
    
  Implementation Details.   
  Use two keys on the key board, one to increase the font and another to decrease the font.   
  Also have an icon / button on the UI to increase or decrease the game.   
  Use a button, small, medium, large to display different sizes of the game.   
    
  Priority: 1  
  Effort: 2
* Accessibility, Colors ~ Shereece   
    
  ~~As a visually impaired person, I want to be able to change the color of the letters and /or the color of the board of the game.~~   
  As a visually impaired person, I want to be able to switch between dark mode and light mode of the boggle game.   
  ~~As a visually impaired person, I want to be able to play a game with well contrasted colors.~~

Implementation Details.   
~~A button on the UI that changes the colors of the fonts. Another button that changes the color of the board of the game.~~   
  
Just have dark and light version of the game.   
  
Priority: 1  
Effort: 2

* Using the mouse ~ Gideon  
  As a user, I want to be able to use the mouse, to click the letters I want to choose while playing the boggle game. Instead of having to type it.   
    
  Implementation Details:  
  Make each cell on the board to be a button. When the user clicks the button, the letter is stored. IF the user clicks the same button again, it should undo the choice. Once the user is done selecting the word, they should click another button for the computer to evaluate whether it is a word or not.   
  There would also be a button to clear the board.   
  ~~Use Java FX to listen to inputs from mouse clicks and to store the letters clicked.~~   
  Priority: 3  
  Effort: 3
* Game tells you if the word is correct or not ~ Imran  
  As a user, I want to be able to know if the word I have selected(/typed) is correct or not before continuing to another word.   
  As a user, I want to be able to know if the word I am selecting is correct without submitting / verifying it.   
    
  Implementation Details:   
  At every button click/ whenever you type a letter, the computer, should be able to check if the word you are typing is a prefix of any other word in the dictionary?  
    
  Priority: 4  
  Effort: 1

Sunday: 1pm.   
Design patterns.