

No.	User stories	(Learning) Spikes	Priority
1	As a player, I want to be able to control my character with keyboard inputs	Java keyboard input	High
2	As the client, I want to input room # to join the host	Java Network socket API	High
3	As a player, I want to see the game board	JavaFX Pane	Medium
4	As a developer, I want to write code in MVC pattern	JavaFX MVC	Medium
5	As a user I want to be able to see my score at the bottom of the screen	JavaFX Pane	Medium
6	As the host, I want to be able to share room #, so that other players can join	Java Network socket API	High
7	As a player, I want a feature where I will die when I touch my own snake body		High
8	As a player, I want to be informed with a dialog box that shows the score when I die	JavaFX Pane	Medium
9	As a player, I want to have a minimap, so that I can see where the location of myself and other players	JavaFX Pane	Low
10	As a player, I expect to have a menu to choose game mode	JavaFX Pane	Medium
11	As a player, I expect a feature where running into the wall will end the game		High
12	As a player, I expect playing with other players and cutting them off will increase my score		Low
13	As a player, I expect that speed and turn radius can be changed for the room to increase or decrease the difficulty of the game	JavaFX	Medium
14	I expect that eating food will increase my length and score	JavaFX	High
15	As a player, I would like different types of sprites to be chosen so I can play as a different character		Medium
16	As a player, even if multiplayer is available I would like the option to play solo.	JavaFX Pane	High
17	As a player, I would like the High score to be saved.		Low
18	As a player, when I die I want to have a final score	JavaFX	Low
19	As a developer, I want to create a presentation that walks through the creation of this project		High
20	As a user, I want a realistic looking snake movement	JavaFX Control	Medium
21	As a player, I want to see my snake	JavaFX View	High