

User Story	Estimate(Hours)
As a player, I want to be able to drag and drop logic gates onto an area to build a circuit	12
As a player, I want to see an animation when I create a correct logic gate	12
As a player, I want to have a tutorial for each logic gate so I can understand they work	12
As a player, I want to be able to discard of components I no longer want to use	8
As a player, I want to be able to snap together gates with wires to see how they are connected	6
As a player, I want a description for the table and gates so I can understand how they work	2
As a player, I want levels to increase in difficulty to challenge my knowledge	3
As a player, I want to be able to get hints for problems I am stuck on	3
As a player, I want to be able to select the level of difficulty to play at	4
As a player, I want a way to know what specific output is needed from the gates	2

#### Backlog -> tasks

As a player, I want to be able to drag and drop logic gates onto an area to build a circuit

- Implement drag and drop functionality: 4 hours
- Design gate shapes: 4 hours
- Write code for the gate nodes(AND, NOR, NAND,etc.): 4 hours

As a player, I want to see an animation when I create a correct logic gate:

- Design and implement animation: 6 hours
- Write code to test if the users logic gates outputs match expected outputs: 6 hours

As a player, I want to have a tutorial for each logic gate so I can understand they work:

- Design and implement level for OR gate:2 hours
- Design and implement level for AND gate:2 hours
- Design and implement level for inverter:2 hours
- Design and implement level for NOR gate:2 hours
- Design and implement level for NAND gate:2 hours
- Design and implement level for XOR gate:2 hours

As a player, I want to be able to discard of components I no longer want to use:

- Implement logic for deleted gate: 4 hours
- Add trash ui for gate: 4 hours

As a player, I want to be able to snap together gates with wires to see how they are connected:

- Create wire drawing: 3 hours
- Create wire snapping: 3 hours

As a player, I want a description for the table and gates so I can understand how they work:

- Write educational description for logic gates: 1 hour

- Write educational description for table: 1 hour

As a player, I want levels to increase in difficulty to challenge my knowledge:

- Design sets for easy, medium, and hard circuits: 2 hours

As a player, I want to be able to get hints for problems I am stuck on:

- Add hint button: 1 hour
- Write and store data for hints of each problem: 2 hours

As a player, I want to be able to select the level of difficulty to play at:

- Design and implement level select ui: 2 hours
- Write code to filter and load selected level: 2 hours

As a player, I want a way to know what specific output is needed from the gates:

- Implement ui to show expected input and output: 2 hours