

Battleship - User Story

Task	User Priorities	Story Points
Integration with AWS Lambda	10	5
Jenkins Continuous Deployment	9	5
Run the Program within a Docker Container	1	5
AI vs Human	17	8
Save feature	13	5
GUI	11	5
Adjustable Board Size	15	5
Pause Feature	12	3
Ability to save a ship from being sank	14	3
Player vs Player via the Internet	13	5
Each player gets a special Bomb	8	2
Medal Emoji for the winner	16	1
Set flags on bombed squares	7	1
The ability for the play to set up their board (Place ships where they need to go)	1	3
Display the damage that a ship has taken.	6	1
The computer keeps track of the score, whos winning and what ships have taken damage.	5	2
The ability for a player to see their board with their ships being displayed but not their opponents.	2	2
The ability for a player to see the squares they have already fired at.	4	2
The ability for players to take turns attacking.	3	2