

Sprint 1 Requirement Description	Description	Story Points	Priority
Establish a GitHub Repository for Project 3.	The GitHub Repository to push changes and receive changes to send changes.	1	1
A main menu page to access the different games.	The main menu will have five buttons that will change the page to the respective game.	2	1
Folders in the Project Directory to organize code	The directory will contain all the files needed for the specific game.	1	6
Back button in all games to return to the main menu page	The back button simply returns back to the main menu page.	2	4
An HTML page, CSS design if needed, and JavaScript file for Baccarat	An HTML page for Baccarat that is different from main menu and other games.	2	1
An HTML page, CSS design if needed, and JavaScript file for Blackjack	An HTML page for Blackjack that is different from main menu and other games.	2	1
An HTML page, CSS design if needed, and JavaScript file for Crash	An HTML page for Crash that is different from main menu and other games.	2	1
An HTML page, CSS design if needed, and JavaScript file for Picture Poker	An HTML page for Picture Poker that is different from main menu and other games.	2	1
An HTML page, CSS design if needed, and JavaScript file for Ride the Bus	An HTML page for Ride the Bus that is different from main menu and other games.	2	1
[Evan/Picture Poker Specific] Stack data structure for cards	A stack data structure (array) with methods push, pop, empty, and top.	5	1

Sprint 2 Requirement Description	Description	Story Points	Priority
Create a global currency that retains its value between games.	The global currency that will be used in all games.	2	1
[Evan/Picture Poker Specific] Stack shuffler to mimick shuffling a deck of cards	A function that utilize the stack class that will shuffle the "deck of cards".	5	2
[Evan/Picture Poker Specific] Poker hand reader that accounts for poker hand weight based on card held	A function to read values.	5	2
[Jack/Crash specific] Game logic that allows you to cash out during the game	A logic of the game Crash	5	1
[Zhang/Blackjack] Game logic to calculated the point and shuffle the card	A logic of the game Blackjack	3	2
[Alex/Baccarat] Game logic, dealer, player wins, ties	A logic of the game Baccarat	3	1
[Ian/Ride the Bus] Setting up game logic	Logics of the game Ride the Bus	2	1
Save Button to save game state	A save button that can protect the current status from resetting.	3	6