Product Backlog				
As a [persona]	**I [want / need / etc.]**	**So that [state reason]**	**Priority**	**Status**
User Stories				
Player	I want the game to have a single player mode.	I am able to play the game alone offline.	Must	Satisfied
Player	I want the game to have a multiplayer mode.	I am able to play the game with my friends on one	Must	Satisfied
Player	I want to play the game through a graphical user interface.	I am able to know how many gem tokens I have and how many cards I possesses through the graphical display of the game	Must	Satisfied
Player	I want to the game to have AI opponents.	I am able to play with AI opponent when I play the game in the single player mode.	should	Satisfied
Administrator	I want the game to have three general types of the cards: low cost card with low values (prestige points), medium cost cards with medium values, and high cost cards with high values.	Players have more options and flexibilty in choosing which cards to buy based on how many gem tokens I have.	Should	Satisfied
Player	I want to do any one of three actions in my turn: buying a card, geting gem tokens, reserving a card.	I can make progress on earning 15 prestige points and wining the game.	Must	Satisfied
Administrator	I want the player to do only one of the three available actions in one turn.	Players play the game following the original rules of Splendor	Must	Satisfied
Player	I want to reserve a card during the my turn when I don't have enough tokens to buy that card, and buy the reserved card later. I can only hold at most three reserved cards in hand.	I am able to researve a high value card when I don't have enough gem tokens to buy it, and I am able to buy my researved card later.	Must	Satisfied
Administrator	I want the game to have five different basic types of gem tokens, and one golden token which can serve as one of any other five types of tokens when player buys card.	I am able to increase the game's complexity for the players.	Must	Satisfied
Player	I want to earn one golden token when I researve a card.	I am motiviated to researve a valuable card during my turn.	Must	Satisfied
Administrator	I want the player who first earn 15 prestige points to be the winner of the game.	I am able to end the game at that point.	Must	Satisfied
Player	I want nobles to come to palyer automatically when they are qualified.	players don't have to check their progress after every turn.	Should	Satisfied
Player	I want the game to notify me when there are cards that I can afford/buy	It is easier for me to make progress in the game	Could	Satisfied
Spikes				
Player	I want cards of the game have distinguished front image and the cards' cost and value to be listed on the front sides of cards.	I am able to distinguish different card based on their appearances.	Must	Satisfied
Player	I want the game to have AI opponents.	I am able to play with AI opponent when I play the game in the single player mode.	Should	Satisfied
Technical Needs				
Administrator	Set the front images of splendor cards	Players could learn the information of a card from t	Could	Satisfied
Defects				
Player	I want to set my unique nickname in game	I can be distinguished from the other players	Could	Incompleted
Administrator	I want the players can only hold at most 10 tokens at a time.	There are always tokens available for the other player to collect	Could	Incompleted
Player	I want the game to have a background music	I will have more fun when playing the game	Could	Incompleted