As a [persona]	I [want / need / etc.]	So that [state reason]	Completion
User Stories			
Features			
Player of the game	I want the game to have a single player mode	I am able to play the game alone offline.	Completed
Player of the game	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.	Completed
Player of the game	I want the game to have a multiplayer mode.	I am able to play the game with my friends on one computer.	Completed
Player of the game	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	Completed
Player of the game	I want cards of the game to 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.	Completed
Administrator of the game	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 flexibility in choosing which cards to buy based on how many gem tokens I have.	Completed
Player	I want to set my unique nickname in game	I can be distinguished from the other players	Incompleted
Player	I want the game to have a background music	I will have more fun when playing the game	Incompleted
Rules			
Administrator	I want player to do any one of three actions in my turn: buying a card, getting gem tokens, reserving a card. They can only do one of these three actions in one turn.	Players play the game following the original rules of Splendor	Completed
Administrator	I want the game to have five different 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 can increase the difficulty of the game and add more fun	Completed
player of the game	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 reserve a high value card when I don't have enough gem tokens to buy it, and I am able to buy my reserved card later.	Completed
Administrator	I want to have discounts on the cost of cards (color) based on how many cards that I have already bought for this particular color.	The game can have multiple strategies to play	Completed
Administrator	I want the game to be end once one of the players has got 15 points.	I am able to end the game at that point.	Completed
Administrator	I want nobles to come to palyer automatically when they are qualified.	players don't have to check their progress after every turn.	Completed
Administrator	I want the players to only hold at most 10 tokens at a time.	There are always tokens available for the other player to collect	Incompleted