Fantastic Five – SPRINT 1 DELIVERABLE

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<https://github.com/nick16754/Fantastic-Five>

Due: 30 OCT 2017

**Sprint 1 User Stories Task Network**

User Story 4

User Story 1a

User Story 6

User Story 3

User Story 1b

User Story 2

User Story 5

User Story 1c

**Sprint 1 User Stories**

1. 1. As a player, I want a game board so that I can easily interact with the game and see a visual representation of the current game state.
   2. As a developer, I want the game board to include around 40 colored squares, alternating between several colors--red, yellow, blue, green, and orange, in that order--so that the possible game path is not too long or too short and is diverse for moderate difficulty.
   3. As a player, I want a board with visually distinct start and finish spaces where the start space is immediately "before" the first square (on the "zeroth" square), the first space is red, and the finish space is Grandma's House, (which can be treated as any color) so that I know which direction to travel and when a player has completed the game.
2. As a player I want to see a representation of the deck so I know where to draw cards from.
3. As a player, I want a card to be displayed after it is drawn/dealt so that I know to which space I can move my token.
4. As a player, I want the game to ask how many players there are so that I may specify how many competitors I want and to ensure that extra or unnecessary players are not added.
5. As a player, I want to see one token for each player (including me) on the board so that I can see how many players I am competing against.
6. As a user, I want players to be cycled through so that the game may advance and every user has a turn.