Fantastic Five – SPRINT 1 DELIVERABLE

Nick Taglianetti (Scrum Master) - nick16754

Kenneth Woodruff - kenw1501

Forrest Wang - CanadianPianoMan

Brad Dietz - bdietz56

Jeremy Patterson - pattersonj94

<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. 8 story points.
   2. As a user, 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. 4 story points.
   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 story points.
2. As a player I want to see a representation of the deck so I know where to draw cards from. 4 story points.
3. As a player, I want the initial deck to have 10 singles and 2 doubles of each color of card (red, yellow, blue, green, orange) so that there is an even distribution of card colors in the deck. 4 story points.
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. 4 story points.
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. 4 story points.
6. As a player, I want a card to be displayed after it is drawn (by clicking on the Deck) so that I know to which space I can move my token and can advance the current turn. 8 story points.