Fantastic Five – SPRINT 2 DELIVERABLE

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

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**Sprint 2 User Stories Task Network**

Story 1: As a player, I would like my token to move (automatically) to the appropriate square based on the current card drawn so that I may advance down the path and to the next turn. 16 story points.

Story 2: As a player, I want to know whose turn it currently is so that I know which player alone is allowed to draw from the deck and move his/her token. 2 story points.

Story 3: As a user, I want each space to be able to hold multiple players so that the game can accommodate realistic situations when players draw cards that send them to the same space. 8 story points

Story 4: As a user, I want five (5) "skip turn" cards added to the deck so that, if drawn, the player makes no move during that turn. 8 story points.

Story 5: As a user, I want three visually distinct "Go to middle" cards added to deck so that if picked, that player goes to the middle square of the board (halfway between Start and Grandma's House - if you have an even number of squares, it should go to the one closer to Grandma's House). 8 story points.

Story 6: As a user, I want to have the ability to win / lose in a game so that the game is playable and ends. 4 story points.

Story 4

Story 2

Story 6

Story 1

Story 5

Story 3