

Product Backlog Item	Subtasks	Prioritization	Asignee	Sprint
Model to allow single player mastermind	Basic model of the game	High	Minh Anh & Anurag	1
GUI to render the model	Start the game/model	High	Cuong & Lily	1
	Transition to the next screen	High	Lily	1
	Ability to drag/click and choose pegs	High	Lily & Anurag	2
	Ability to submit the guess	High	Anurag & Minh Anh	2
	Play again? or Quit	High	Minh Anh	2
	Ability for user to enter name	High	Lily	1
	See feedback of guess	High	Minh Anh	2
	Display final result	High	Cuong	2
	Indicate current row	High	Cuong	2
Additional features for GUI	Confetti to celebrate a win → Change to a GIF	Low	Anurag & Lily	3
	Transition to previous screen	Low		4
	Give user a hint	Low	Cuong	2
	Customize theme: theme colors- customization, pegs colors- customization with shades, 3D, different shapes	Low	Cuong	3, 4
	Sound effects	Low	Anurag & Lily	3
	Guide to interpret each response	Low	Cuong	2
Additional game features	Change difficulty of game by modifying the number of input pegs, the number of maximum guesses, the number of pegs per guesses	Low	Lily	3
	Play against my friends	Low		
	Play against the computer	Low		