## **Done**

| Done  | Business  |                    |                  |         |
|---|-----------|--------------------|------------------|---------|
|   | value     | Development Effort | Date<br>finished | Release |
| User story (As a user I want to)  | (XS – XL) | (1,2,3,5,8,13)     | Illisiieu        |         |
| have a graphical user interface in order to control the game                            | XL        | 8                  | 20/9 -2013       | 1       |
| have access to a deck of cards to be able to play card games                            | XL        | 5                  | 20/9 -2013       | 1       |
| start a game session to play a game locally   | XL        | 3                  | 23/9-2013        | 2       |
| have a graphical interface to display cards in a pile                                   | XL        | 5                  | 23/9-2013        | 2       |
| create piles to hold cards  | XL        | 3                  | 25/9-2013        | 2       |
| move a card from one pile to another  | XL        | 5                  | 25/9-2013        | 2       |
| be able to flip a card, after inspecting a pile, to show or hide it's value             | L         | 5                  | 25/9-2013        | 2       |
| play with other users on multiple devices   | L         | 13                 | 2/10-2013        | 3       |
| be able to see the name of a pile.  | M         | 3                  | 2/10-2013        | 3       |
| be able to have a pile of cards automatically shuffled so I don't have to do it myself. | М         | 3                  | 2/10-2013        | 3       |
| see how many cards are in a pile  | XS        | 1                  | 2/10-2013        | 3       |
| delete an empty pile to make room for new ones  | XS        | 2                  | 2/10-2013        | 3       |
| set an entire pile to either face up or down  | S         | 3                  | 3/10-2013        | 3       |
| be able to send all cards in a pile to another pile                                     | S         | 3                  | 3/10-2013        | 3       |
| be able to protect a pile so that other users can't access it                           | XL        | 5                  | 10/10-<br>2013   | 4       |
| be able to deal cards from a pile easily  | L         | 5                  | 10/10-<br>2013   | 4       |
| see the table when moving cards   | L         | 8                  | 10/10-<br>2013   | 4       |
| terminate a session   | M         | 5                  | 10/10-<br>2013   | 4       |

| be able to peek at a card that is face<br>down when having inspected a pile | M  | 5 | 10/10-<br>2013 | 4 |
|---|----|---|----------------|---|
| peek at all the cards in a pile at once                                     | M  | 1 | 10/10-<br>2013 | 4 |
| be able to move an entire pile  | S  | 2 | 10/10-<br>2013 | 4 |
| restart the game  | S  | 2 | 10/10-<br>2013 | 4 |
| rename an existing pile   | XS | 2 | 10/10-<br>2013 | 4 |

## **Product Backlog**

| User story (As a user, I want to)   | Business<br>value<br>(XS - XL) | Development<br>Effort<br>(1,2,3,5,8,13) |
|---|--------------------------------|---|
| save the state to be able to resume a game later on                                       | XL                             | 8                                       |
| be able to quickly perform an action on a card in the pile view                           | L                              | 5                                       |
| be able to see my IP in order to have users on other devices join me                      | L                              | 3                                       |
| See when in move or deal mode in the tableView  | L                              | 3                                       |
| be able to arrange cards in a pile<br>according to one of several<br>predefined orderings | M                              | 3                                       |

## **Icebox**

| User story (As a user I want to)  | Business<br>value<br>(XS - XL) | Development<br>Effort<br>(1,2,3,5,8,13) |
|---|--------------------------------|---|
| Be able to have the card ordered  | unestimated                    | unestimated                             |
| be able to create a pile on the table when in move mode                   | unestimated                    | unestimated                             |
| be able to keep score   | unestimated                    | unestimated                             |
| have all pile operations available from the options menu in the pile view | unestimated                    | unestimated                             |
| be able to move several cards at once between piles                       | unestimated                    | unestimated                             |
| be made aware of when someone opens a pile                                | unestimated                    | unestimated                             |