Product Backlog

User story	Business value (XS – XL)	Development Effort (1,2,3,5,8,13)
have a graphical user interface in order to control the game	XL	8
have access to a deck of cards to be able to play card games	XL	5
create piles to hold cards	XL	3
start a game session to play a game locally	XL	3
have a graphical interface to display cards in a pile	XL	5
move a card from one pile to another	XL	5
be able to flip a card, after inspecting a pile, to show or hide it's value	L	5
play with other users on multiple devices	L	13
be able to see the name of a pile.	M	3
be able to have a pile of cards automatically shuffled so I don't have to do it myself.	M	3
see how many cards are in a pile	XS	1
be able to peek at a card that is face down when having inspected a pile	XS	2
delete an empty pile to make room for new ones	XS	2

Planned Release #1 (September 21)

User story	Business value (XS – XL)	Development Effort (1,2,3,5,8,13)
have a graphical user interface in order to control the game	XL	8
have access to a deck of cards to be able to play card games	XL	5

Icebox

User story	Business value (XS – XL)	Development Effort (1,2,3,5,8,13)
save the state to be able to resume a game later on	unestimated	unestimated
be able to keep score	unestimated	unestimated
be made aware of when someone opens a pile	unestimated	unestimated
see the table when sending cards	unestimated	unestimated
rename an existing pile	unestimated	unestimated
set an entire pile to either face up or down	unestimated	unestimated
be able to protect a pile so that other users can't access it	unestimated	unestimated
be able to move several cards at once between piles	unestimated	unestimated
peek at all the cards in a pile at once	unestimated	unestimated
restart the game	unestimated	unestimated
terminate a session	unestimated	unestimated
save the state to be able to resume a game later on	unestimated	unestimated
be able to keep score	unestimated	unestimated