

Done

User story (As a user I want to...)	Business value (XS – XL)	Development Effort (1,2,3,5,8,13)	Date finished	Release
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.	M	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

Product Backlog

User story (As a user, I want to...)	Business value (XS – XL)	Development Effort (1,2,3,5,8,13)
be able to peek at a card that is face down when having inspected a pile	XS	2
terminate a session	M	5
rename an existing pile	M	2

Icebox

User story (As a user I want to...)	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
be able to protect a pile so that other users can't access it	unestimated	unestimated
peek at all the cards in a pile at once	unestimated	unestimated
restart the game	unestimated	unestimated
be able to move several cards at once between piles	unestimated	unestimated