DAT255 Group: 17

Product Backlog

	Business value	Development Effort
User story	(XS – XL)	(1,2,3,5,8,13)
have a graphical user interface in order	XL	8
to control the game		
have access to a deck of cards to be able	XL	5
to play card games		
create piles to hold cards	XL	3
start a game session to play a game	VI	3
locally	XL	
have a graphical interface to display	XL	5
cards in a pile		
move a card from one pile to another	XL	5
be able to flip a card, after inspecting a	L	5
pile, to show or hide it's value		
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	M	3
do it myself.		
see how many cards are in a pile	XS	1
be able to peek at a card that is face	XS	2
down when having inspected a pile		
delete an empty pile to make room for	XS	2
new ones		

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Icebox

	Business value	Development Effort
User story	(XS - XL)	(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

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Done

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