**Sprint 1:**

|  |  |  |
| --- | --- | --- |
| **Requirement** | **Status** | **Priority** |
| As a user I should be able to initiate a card game | //TODO | 3 |
| As a user I should be able to join a card game | //TODO | 2 |
| As a user I should be able to form a connection to other players | Next to implement [Network sect] | 1 |
| As a player I should be able to choose a card to play | //TODO | 5 |
| As a player I should be able to see the rules of the games when I want | //TODO | 7 |
| As a host I should be able to set the rules of a game | Next to implement [Game Logic sect] | 4 |
| As a player I should be able to play only the cards I own | //TODO | 8 |
| As a player I should have at least 3 games with different rules to choose from | Next to implement [JSON sect] | 6 |
| As a player I should be able to play without being interrupted by another player during my turn | //TODO | 9 |
| As a player I should be able to play without seeing other player’s cards | //TODO | 10 |
| As a player I should be able to win a game | //TODO | 11 |
| As a player I should be able to lose a game | //TODO | 12 |

**Sprint 2**

|  |  |  |
| --- | --- | --- |
| **Requirement** | **Status** | **Priority** |
| As a user I should be able to initiate a card game | //TODO | 2 |
| As a user I should be able to join a card game | Next to implement [Network sect] | 1 |
| As a user I should be able to form a connection to other players | Completed (for now) | 10 |
| As a player I should be able to choose a card to play | //TODO | 5 |
| As a player I should be able to receive the rules of the game joined | Next to implement [JSON/Game sect] | 3 |
| As a host I should be able to set the rules of a game | Completed (for now) | 11 |
| As a player I should be able to play only the cards I own | //TODO | 7 |
| As a player I should have at least 3 games with different rules to choose from | Completed (for now) | 12 |
| As a player I should be able to play without being interrupted by another player during my turn | //TODO | 9 |
| As a player I should be able to play without seeing other player’s cards | //TODO | 10 |
| As a player I should be able to win a game | //TODO | 11 |
| As a player I should be able to lose a game | //TODO | 12 |

**Sprint 3:**

|  |  |  |
| --- | --- | --- |
| **Requirement** | **Status** | **Priority** |
| As a user I should be able to initiate a card game |  | 3 |
| As a user I should be able to join a card game |  | 2 |
| As a user I should be able to form a connection to other players |  | 1 |
| As a player I should be able to choose a card to play |  | 5 |
| As a player I should be able to see the rules of the games when I want |  | 7 |
| As a host I should be able to set the rules of a game |  | 4 |
| As a player I should be able to play only the cards I own |  | 8 |
| As a player I should have at least 3 games with different rules to choose from |  | 6 |
| As a player I should be able to play without being interrupted by another player during my turn |  | 9 |
| As a player I should be able to play without seeing other player’s cards |  | 10 |
| As a player I should be able to win a game |  | 11 |
| As a player I should be able to lose a game |  | 12 |

**Sprint 4:**

|  |  |  |
| --- | --- | --- |
| **Requirement** | **Status** | **Priority** |
| As a user I should be able to initiate a card game |  | 3 |
| As a user I should be able to join a card game |  | 2 |
| As a user I should be able to form a connection to other players |  | 1 |
| As a player I should be able to choose a card to play |  | 5 |
| As a player I should be able to see the rules of the games when I want |  | 7 |
| As a host I should be able to set the rules of a game |  | 4 |
| As a player I should be able to play only the cards I own |  | 8 |
| As a player I should have at least 3 games with different rules to choose from |  | 6 |
| As a player I should be able to play without being interrupted by another player during my turn |  | 9 |
| As a player I should be able to play without seeing other player’s cards |  | 10 |
| As a player I should be able to win a game |  | 11 |
| As a player I should be able to lose a game |  | 12 |

**Sprint 6:**

|  |  |  |
| --- | --- | --- |
| **Requirement** | **Status** | **Priority** |
| As a user I should be able to initiate a card game |  | 3 |
| As a user I should be able to join a card game |  | 2 |
| As a user I should be able to form a connection to other players |  | 1 |
| As a player I should be able to choose a card to play |  | 5 |
| As a player I should be able to see the rules of the games when I want |  | 7 |
| As a host I should be able to set the rules of a game |  | 4 |
| As a player I should be able to play only the cards I own |  | 8 |
| As a player I should have at least 3 games with different rules to choose from |  | 6 |
| As a player I should be able to play without being interrupted by another player during my turn |  | 9 |
| As a player I should be able to play without seeing other player’s cards |  | 10 |
| As a player I should be able to win a game |  | 11 |
| As a player I should be able to lose a game |  | 12 |