

Sprint 3

Updated 28 minutes ago

Filter cards

Add cardsFullscreenMenu

11To Do+...

All pages on the website must be formatted consistently for good UI/UX

#63 opened by racheledelstein

2-pointuser story

Sprint 3

The user wants to see the names of the opponents

#24 opened by jasonmervis

1-pointuser story

Sprint 3

Redirect back to welcome page once someone as won or lost

#18 opened by jasonmervis

1-pointuser story

Sprint 3

The user wants their details stored safely

#20 opened by jasonmervis

2-pointuser story

Sprint 3

The user can see live updates of the opponents progress

#23 opened by jasonmervis

2-pointuser story

Sprint 3

All the functionality in single player mode should exist in multiplayer mode too

#25 opened by jasonmervis

3-pointuser story

Sprint 3

The user wants to access a log of all actions taken

#21 opened by jasonmervis

3-pointuser story

Sprint 3

The user can enter the word to be guessed in multiplayer

#22 opened by jasonmervis

2-pointuser story

Sprint 3

There must be a lobby\ waiting room for players to enter in multiplayer mode before the game starts

#62 opened by racheledelstein

3-pointuser story

Sprint 3

The opponent's grid must be colour coded

#61 opened by racheledelstein

1-pointuser story

Sprint 3

The dictionary is stored safely so users cannot cheat

#26 opened by jasonmervis

2-pointdeveloper-sized story

Sprint 3

0In Progress+...

0In review process+...

0Done+...

+ Add column