User Stories Sprint 4:

**Story 1**

Points: 16

Priority: High

As a player

I want to be able to load a saved game

So that I can resume a game that was not completed in one sitting

Details: This story was chosen because it was the only functionality that was required by the customer for this sprint. As such, this user story was given the highest priority and was completed before any of the others. Nathan Ackerman completed this story.

**Story 2**

Points:4

Priority: Low

As a player

I want to see Laboon pictures if a player name contains "laboon"

So that the game can have a fun easter egg

Details: As we had some extra time this sprint, we wanted to add some stories that were just for fun and not required. We thought this would be a funny easter egg for the game. Wei-Hao Chen completed this story.

**Story 3**

Points: 4

Priority: Low

As a developer

I want turn logic to be moved out of TopMenu.java

So that the class is less cluttered and code is more modular - classes serve distinct purposes

Details: As we had extra time this sprint, we wanted code to be re-factored so that the codebase would be easier to work with moving forward. We were constantly doing work-arounds and wanted to get back to a better object oriented programming practices. This story was completed by Keith Blake.

**Story 4**

Points: 1

Priority: Low

As a developer

I want TILE\_COUNT defined in one place

To not duplicate code and avoid discrepancies

Details: As we had extra time this sprint, we wanted to re-factor code. This would avoid the use of magic numbers and also remove duplicate constants we had created. This was done by Keith Blake.

**Story 5**

Points: 16

Priority: Medium

As a Player

I want to be able to mortgage properties

So that money is more dynamic

Details: This was a new user story which we created to add additional functionality to the game. We thought it would add a strategical element and would allow for players to possibly make money without permanently losing properties via trading/selling. This was completed by Alex Furst.

NOTE:

Other user stories were worked on this sprint but not yet implemented into the master version.