

UI

(RRR-1)

[RRR-36] Menu quit while in-game after-round

Created: 07/May/25 Updated: 22/May/25 Resolved: 22/May/25

Status:	Won't Do		
Project:	Random		
Components:	None		
Affects versions:	None		
Fix versions:	None		
Parent:	UI		

Type:	Story	Priority:	Won't Have
Reporter:	Dombiak, Ivan (Student)	Assignee:	Dombiak, Ivan (Student)
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Rank:	0 i000f4:
Sprint:	RRR Sprint 2, real sprint 1
Story point estimate:	3

Description

As a user, I want to be able to exit any game while I am playing with a certain key combination.

AC:

- Can take me back to main menu of program when inputted keys are pressed

not able to be achieved with time constraints at the moment.

UI

(RRR-1)

[RRR-35] Menu in-game ASCII art

Created: 02/May/25 Updated: 21/May/25 Resolved: 21/May/25

Status:

Done

Project:

Random

Components:

None

Affects versions:

None

Fix versions:

None

Parent:

UI

Type:

Story

Priority:

Must Have

Reporter:

Dombiak, Ivan (Student)

Assignee:

Dombiak, Ivan (Student)

Resolution:

Done

Votes:

0

Labels:

None

Remaining Estimate:

Not Specified

Time Spent:

Not Specified

Original estimate:

Not Specified

Rank:

0|i000hj:

Sprint:

RRR Sprint 2, real sprint 1, final sprint

Story point estimate:

2

Description

As a user, I want to be able to navigate where I am in my games with ASCII art / information.

AC:

- Can navigate to all options in game menu
- Can exit out of program
- Can select any option provided
- Can easily navigate all provided menus

UI

(RRR-1)

[RRR-34] Main Menu ASCII art

Created: 02/May/25 Updated: 21/May/25 Resolved: 21/May/25

Status:	Done		
Project:	Random		
Components:	None		
Affects versions:	None		
Fix versions:	None		
Parent:	UI		

Type:	Story	Priority:	Must Have
Reporter:	Dombiak, Ivan (Student)	Assignee:	Dombiak, Ivan (Student)
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Rank:	0 i000hb:
Sprint:	RRR Sprint 2, real sprint 1, final sprint
Story point estimate:	2

Description

As a user, I want to be able to navigate where I am on my main menu with ASCII art information.

AC:

- Can navigate to all options in game menu
- Can exit out of program

UI

(RRR-1)

[RRR-33] Menu Audio Queues

Created: 02/May/25 Updated: 22/May/25 Resolved: 22/May/25

Status:	Won't Do		
Project:	Random		
Components:	None		
Affects versions:	None		
Fix versions:	None		
Parent:	UI		

Type:	Story	Priority:	Won't Have
Reporter:	Dombiak, Ivan (Student)	Assignee:	Dombiak, Ivan (Student)
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Rank:	0 i000f2:
Sprint:	RRR Sprint 2, real sprint 1
Story point estimate:	3

Description

As a user, I want to be able to hear audio queues whenever I navigate the main menu options.

AC:

- Can navigate through main menu options with audio queues playing at the same time

Works, but only on windows systems. Doesn't work on linux/mac systems due to system limitations, entire project structure would have to change to implement this, so we decided against it.

UI (RRR-1)

[RRR-32] Menu Interactibility

Created: 02/May/25 Updated: 07/May/25 Resolved: 07/May/25

Status:

Done

Project:

Random

Components:

None

Affects versions:

None

Fix versions:

None

Parent:

UI

Type:

Story

Reporter:

Dombiak, Ivan (Student)

Resolution:

Done

Labels:

None

Remaining Estimate:

Not Specified

Time Spent:

Not Specified

Original estimate:

Not Specified

Priority:

Must Have

Assignee:

Dombiak, Ivan (Student)

Votes:

0

Rank:

0|i000gv:

Sprint:

RRR Sprint 2

Story point estimate:

3

Dice Games

(RRR-25)

[RRR-31] Pig

Created: 02/May/25 Updated: 22/May/25 Resolved: 22/May/25

Status:

Won't Do

Project:

Random

Components:

None

Affects versions:

None

Fix versions:

None

Parent:

Dice Games

Type:

Story

Priority:

Won't Have

Reporter:

Popov, Maks (Student)

Assignee:

Popov, Maks (Student)

Resolution:

Done

Votes:

0

Labels:

None

Remaining Estimate:

Not Specified

Time Spent:

Not Specified

Original estimate:

Not Specified

Rank:

0|i000gn:

Sprint:

Story point estimate:

5

Description

As a User I want to be able to play Pig.

Acceptance Criteria:

User will be able to play the Pig dice game against Bots

User will be able to bet and lose money during different rounds of the game

Bots will also place random bets against the User, ensuring a “game economy”

Dice Games

(RRR-25)

[RRR-30] Hazard

Created: 02/May/25 Updated: 22/May/25 Resolved: 22/May/25

Status:

Won't Do

Project:

Random

Components:

None

Affects versions:

None

Fix versions:

None

Parent:

Dice Games

Type:

Story

Priority:

Won't Have

Reporter:

Popov, Maks (Student)

Assignee:

Popov, Maks (Student)

Resolution:

Done

Votes:

0

Labels:

None

Remaining Estimate:

Not Specified

Time Spent:

Not Specified

Original estimate:

Not Specified

Rank:

0|i000gf:

Sprint:

Story point estimate:

8

Description

As a User I want to be able to play Hazard.

Acceptance Criteria:

User will be able to play Hazard against Bots

The game will adhere to all rules of the real game

User will be able to bet and lose money on rounds of the game

Dice Games

(RRR-25)

[RRR-29] Bot

Created: 02/May/25 Updated: 22/May/25 Resolved: 16/May/25

Status:	Done		
Project:	Random		
Components:	None		
Affects versions:	None		
Fix versions:	None		
Parent:	Dice Games		

Type:	Story	Priority:	Must Have
Reporter:	Popov, Maks (Student)	Assignee:	Popov, Maks (Student)
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Rank:	0 i000in:		
Sprint:	RRR Sprint 2, real sprint 1		
Story point estimate:	3		

Description

As a User I want to be able to bet against Bots while playing dice games.

Acceptance Criteria:

- Bots will have a Wallet with some random amount of money, within some range
- Bots will be able to place random bets as a percentage of the money they have in their wallet

Simulations

(RRR-3)

[RRR-28] Blackjack Refactoring

Created: 02/May/25 Updated: 04/May/25 Resolved: 04/May/25

Status:

Done

Project:

Random

Components:

None

Affects versions:

None

Fix versions:

None

Parent:

Simulations

Type:

Story

Priority:

Must Have

Reporter:

Harlev, Joshua (Student)

Assignee:

Zack Corr

Resolution:

Done

Votes:

0

Labels:

None

Remaining Estimate:

Not Specified

Time Spent:

Not Specified

Original estimate:

Not Specified

Rank:

0|i000bq:k

Sprint:

RRR Sprint 2

Story point estimate:

3

Description

As a developer, I want Blackjack to be fully tested and refactored so that I can keep working.

AC:

• Unit Tests are finished

Dice Games

(RRR-25)

[RRR-27] Cho Han

Created: 02/May/25 Updated: 22/May/25 Resolved: 22/May/25

Status:

Won't Do

Project:

Random

Components:

None

Affects versions:

None

Fix versions:

None

Parent:

Dice Games

Type:

Story

Priority:

Won't Have

Reporter:

Popov, Maks (Student)

Assignee:

Popov, Maks (Student)

Resolution:

Done

Votes:

0

Labels:

None

Remaining Estimate:

Not Specified

Time Spent:

Not Specified

Original estimate:

Not Specified

Rank:

0|i000f1:

Sprint:

RRR Sprint 2, real sprint 1

Story point estimate:

8

Description

As a User I want to be able to play Cho Han.

Acceptance Criteria:

User will be able to play the Cho Han dice game with Bots

User will be able to bet on rounds, either losing or winning money

Bots will also be placing random bets

[RRR-25] Dice Games

Created: 02/May/25 Updated: 22/May/25 Resolved: 22/May/25

Status:	Won't Do		
Project:	Random		
Components:	None		
Affects versions:	None		
Fix versions:	None		
Type:	Epic	Priority:	Must Have
Reporter:	Popov, Maks (Student)	Assignee:	Popov, Maks (Student)
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		
Rank:	0 i000fj:		
Issue color:	purple		
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API Integration

(RRR-2)

[RRR-24] Random Wikipedia Article

Created: 01/May/25 Updated: 22/May/25 Resolved: 22/May/25

Status:

Won't Do

Project:

Random

Components:

None

Affects versions:

None

Fix versions:

None

Parent:

API Integration

Type:

Story

Priority:

Won't Have

Reporter:

Harlev, Joshua (Student)

Assignee:

Harlev, Joshua (Student)

Resolution:

Done

Votes:

0

Labels:

None

Remaining Estimate:

Not Specified

Time Spent:

Not Specified

Original estimate:

Not Specified

Rank:

0|i000f7:

Sprint:

Story point estimate:

5

Description

As a user, I want to find a random Wikipedia article for my edification.

Special:Random

AC:

- URL is present
- Title is present

Simulations

(RRR-3)

[RRR-23] List Item

Created: 30/Apr/25 Updated: 22/May/25 Resolved: 22/May/25

Status:

Won't Do

Project:

Random

Components:

None

Affects versions:

None

Fix versions:

None

Parent:

Simulations

Type:

Story

Priority:

Won't Have

Reporter:

Harlev, Joshua (Student)

Assignee:

Unassigned

Resolution:

Done

Votes:

0

Labels:

None

Remaining Estimate:

Not Specified

Time Spent:

Not Specified

Original estimate:

Not Specified

Rank:

0|i000fb:

Sprint:

Description

As a user, I want to get a random item from a list to help me make decisions.

Simulations

(RRR-3)

[RRR-17] Card_CardFunctions

Created: 30/Apr/25 Updated: 22/May/25 Resolved: 02/May/25

Status:

Done

Project:

Random

Components:

None

Affects versions:

None

Fix versions:

None

Parent:

Simulations

Type:

Story

Priority:

Must Have

Reporter:

Zack Corr

Assignee:

Zack Corr

Resolution:

Done

Votes:

0

Labels:

None

Remaining Estimate:

Not Specified

Time Spent:

Not Specified

Original estimate:

Not Specified

Issue links:

Issue split

split fromRRR-14CardDone

Rank:

0|i000bo:

Sprint:

RRR Sprint 1

Story point estimate:

2

Description

As a user, I want to be able to draw a random card for games.

Simulations

(RRR-3)

[RRR-16] Full_BlackjackGame

Created: 30/Apr/25 Updated: 22/May/25 Resolved: 21/May/25

Status:

Done

Project:

Random

Components:

None

Affects versions:

None

Fix versions:

None

Parent:

Simulations

Type:

Story

Priority:

Must Have

Reporter:

Zack Corr

Assignee:

Zack Corr

Resolution:

Done

Votes:

0

Labels:

None

Remaining Estimate:

Not Specified

Time Spent:

Not Specified

Original estimate:

Not Specified

Issue links:

Issue split

split from

RRR-14

Card

Done

Rank:

0|i000hf:

Sprint:

RRR Sprint 1, real sprint 1, final sprint

Story point estimate:

8

Description

As a user, I want to be able to play blackjack

AC:

• Can Draw cards or pass (hit and stand)

• Can automatically calculate scores and win and lose

• Can play again

• Can select between different card view types

Simulations

(RRR-3)

[RRR-14] Card

Created: 30/Apr/25 Updated: 22/May/25 Resolved: 02/May/25

Status:

Done

Project:

Random

Components:

None

Affects versions:

None

Fix versions:

None

Parent:

Simulations

Type:

Story

Priority:

Must Have

Reporter:

Zack Corr

Assignee:

Zack Corr

Resolution:

Done

Votes:

0

Labels:

None

Remaining Estimate:

Not Specified

Time Spent:

Not Specified

Original estimate:

Not Specified

Issue links:

Issue split

split to

RRR-16

Full_BlackjackGame

Done

split to

RRR-17

Card_CardFunctions

Done

Rank:

0|i000bn:i

Sprint:

RRR Sprint 1

Story point estimate:

5

Description

As a user, I want to be able to draw a random card for games.

API Integration

(RRR-2)

[RRR-13] Random Commit Message

Created: 29/Apr/25 Updated: 14/May/25 Resolved: 14/May/25

Status:

Done

Project:

Random

Components:

None

Affects versions:

None

Fix versions:

None

Parent:

API Integration

Type:

Story

Priority:

Could Have

Reporter:

Harlev, Joshua (Student)

Assignee:

Harlev, Joshua (Student)

Resolution:

Done

Votes:

0

Labels:

None

Remaining Estimate:

Not Specified

Time Spent:

Not Specified

Original estimate:

Not Specified

Rank:

0|i000if:

Sprint:

real sprint 1

Story point estimate:

2

Description

As a user, I want to be able to generate random commit messages to make our lives harder.
<https://whatthecommit.com/index.txt>

API Integration

(RRR-2)

[RRR-12] Random Quotes

Created: 29/Apr/25 Updated: 02/May/25 Resolved: 02/May/25

Status:	Done		
Project:	Random		
Components:	None		
Affects versions:	None		
Fix versions:	None		
Parent:	API Integration		

Type:	Story	Priority:	Should Have
Reporter:	Harlev, Joshua (Student)	Assignee:	Harlev, Joshua (Student)
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Rank:	0 i000bq:i
Sprint:	RRR Sprint 2
Story point estimate:	2

Description

As a User, I want to be able to get random quotes for inspiration.

<https://forismatic.com/en/api/>

API Integration

(RRR-2)

[RRR-11] Random Weather

Created: 29/Apr/25 Updated: 21/May/25 Resolved: 16/May/25

Status:

Done

Project:

Random

Components:

None

Affects versions:

None

Fix versions:

None

Parent:

API Integration

Type:

Story

Priority:

Could Have

Reporter:

Harlev, Joshua (Student)

Assignee:

Harlev, Joshua (Student)

Resolution:

Done

Votes:

0

Labels:

None

Remaining Estimate:

Not Specified

Time Spent:

Not Specified

Original estimate:

Not Specified

Rank:

0|i000ib:

Sprint:

final sprint

Story point estimate:

3

Description

As a user, I want to be able to get the weather in a random location for fun.

AC:

Can get weather in a random location

Returned weather data is a human-readable string.

https://github.com/robertoduessmann/weather-api?tab=readme-ov-file

API Integration (RRR-2)

[RRR-10] Random Facts

Created: 29/Apr/25 Updated: 02/May/25 Resolved: 02/May/25

Status:	Done		
Project:	Random		
Components:	None		
Affects versions:	None		
Fix versions:	None		
Parent:	API Integration		

Type:	Story	Priority:	Should Have
Reporter:	Harlev, Joshua (Student)	Assignee:	Harlev, Joshua (Student)
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Rank:	0 i000bj:
Sprint:	RRR Sprint 1
Story point estimate:	3

Description

As a user, I want to be able to get random facts for fun.

Useful links:

<https://uselessfacts.jsph.pl/>

<https://kinduff.github.io/dog-api/>

<https://github.com/wh-iterabb-it/meowfacts>

AC:

- At least two APIs implemented
- API returns a result

API Integration

(RRR-2)

[RRR-9] API Interface

Created: 23/Apr/25 Updated: 02/May/25 Resolved: 02/May/25

Status:	Done		
Project:	Random		
Components:	None		
Affects versions:	None		
Fix versions:	None		
Parent:	API Integration		
Type:	Story	Priority:	Must Have
Reporter:	Harlev, Joshua (Student)	Assignee:	Harlev, Joshua (Student)
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		
Rank:	0 i000bb:		
Sprint:	RRR Sprint 1		
Story point estimate:	1		

Description

As a developer, I need a standardized interface to write further APIs.

AC:

- Interface includes API name
- Interface includes URL
- Interface includes Parameters
- Interface includes standardized way to call API

Simulations

(RRR-3)

[RRR-8] Coin Flip

Created: 23/Apr/25 Updated: 22/May/25 Resolved: 02/May/25

Status:

Done

Project:

Random

Components:

None

Affects versions:

None

Fix versions:

None

Parent:

Simulations

Type:

Story

Priority:

Must Have

Reporter:

Popov, Maks (Student)

Assignee:

Popov, Maks (Student)

Resolution:

Done

Votes:

0

Labels:

None

Remaining Estimate:

Not Specified

Time Spent:

Not Specified

Original estimate:

Not Specified

Rank:

0|i000bn:

Sprint:

RRR Sprint 1

Story point estimate:

1

Description

As a User I want to be able to flip a Coin.

Acceptance Criteria:

User is able to create Coin objects

User is able to flip Coin objects

Must be able to be in same list/have same call function as Dice so they can be called together

Comments

Comment by Popov, Maks (Student) [02/May/25]

Written and tested.

UI(RRR-1)

[RRR-7] Interfacing to Simulations

Created: 23/Apr/25 Updated: 21/May/25 Resolved: 21/May/25

Status:	Done		
Project:	Random		
Components:	None		
Affects versions:	None		
Fix versions:	None		
Parent:	UI		

Type:	Story	Priority:	Must Have
Reporter:	Dombiak, Ivan (Student)	Assignee:	Dombiak, Ivan (Student)
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Rank:	0 i000hp:
Sprint:	final sprint
Story point estimate:	3

Description

As a user, I want to be able to play Blackjack.

As a user, I want to be able to play Dice games.

AC:

- Can play blackjack for as many rounds as desired
- Can win blackjack
- Can lose blackjack
- Can go back to main menu from blackjack menu
- Can play dice games for as many rounds as desired
- Can win in my dice games
- Can bet in my dice games
- Can lose in my dice games
- Can go back to main menu from dice menu

Return game information is able to be understood by all users.

UI

(RRR-1)

[RRR-6] Interfacing API Integrations

Created: 23/Apr/25 Updated: 21/May/25 Resolved: 21/May/25

Status:	Done		
Project:	Random		
Components:	None		
Affects versions:	None		
Fix versions:	None		
Parent:	UI		

Type:	Story	Priority:	Must Have
Reporter:	Dombiak, Ivan (Student)	Assignee:	Dombiak, Ivan (Student)
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Rank:	0 i000hn:
Sprint:	final sprint
Story point estimate:	3

Description

As a user, I want to be able to get any API selected from the menu provided.

AC:

- Can get weather API information
- Can get random cat fact API information
- Can get random quote API info
- Can get random commit message API info
- Can get random useless facts API info

Returned all information as digestable for humans.

Simulations

(RRR-3)

[RRR-4] Dice

Created: 23/Apr/25 Updated: 22/May/25 Resolved: 02/May/25

Status:

Done

Project:

Random

Components:

None

Affects versions:

None

Fix versions:

None

Parent:

Simulations

Type:

Story

Priority:

Must Have

Reporter:

Popov, Maks (Student)

Assignee:

Popov, Maks (Student)

Resolution:

Done

Votes:

0

Labels:

None

Remaining Estimate:

Not Specified

Time Spent:

Not Specified

Original estimate:

Not Specified

Rank:

0|i000ba:i

Sprint:

RRR Sprint 1

Story point estimate:

3

Description

As a User I want to be able to roll a Dice.

Acceptance Criteria:

User is able to interact with the Dice and roll it to get a number

User is able to pick the number of sides for their Dice

User is able to create and remove Dice objects

Should have same callable as Coin so they can be called together

Comments

Comment by Popov, Maks (Student) [30/Apr/25]

Comment by Popov, Maks (Student) [02/May/25]

Written and tested.

[RRR-3] Simulations

Created: 23/Apr/25 Updated: 22/May/25 Resolved: 22/May/25

Status:	Done		
Project:	Random		
Components:	None		
Affects versions:	None		
Fix versions:	None		
Type:	Epic	Priority:	Must Have
Reporter:	Harlev, Joshua (Student)	Assignee:	Unassigned
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		
Rank:	0 i0009z:		

[RRR-2] API Integration

Created: 23/Apr/25Updated: 22/May/25Resolved: 22/May/25

Status:	Done		
Project:	Random		
Components:	None		
Affects versions:	None		
Fix versions:	None		
Type:	Epic	Priority:	Must Have
Reporter:	Harlev, Joshua (Student)	Assignee:	Unassigned
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		
Rank:	0 i0009r:		

[RRR-1] UI

Created: 23/Apr/25 Updated: 22/May/25 Due: 22/May/25 Resolved: 22/May/25

Status:	Done		
Project:	Random		
Components:	None		
Affects versions:	None		
Fix versions:	None		
Type:	Epic	Priority:	Must Have
Reporter:	Dombiak, Ivan (Student)	Assignee:	Dombiak, Ivan (Student)
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		
Rank:	0 i0009j:		
Start date:	29/Apr/25		
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