UNIPOLI - TEAM 1

id	User story Title	Description	Size (ideal hours) Estimate	Size (hours) Actual	Priority (1-3)	Sprint id	Optional Size (actual) LOC	Acceptance test	Optional Notes
Unique id for each user story	*A short & descriptive title for each user story*	*A description of the intent of the user story*	*You guesstimate of the work effort in ideal hours (4-10)*	*You actual (completed when user story finished)*	*1 = must have, 2 = ought to have, 3= nice to have*	*In which sprint the development takes/took place*	*Recorded after completion of each user story*	*A reference to the acceptance test (or if short enough, can be here)*	*Further notes about the user story*
1	*Set players infos*	player number, name, game pieces	2		1	2			
2	Resource distribution	money, properties	2		1	2			
3	View players infos & properties	view money, properties	3		2	2			
4	Player turns	player makes decisions	10		1	3			
5	Roll the dice	roll the dice	2		1	3			
6	*Move the player*	player moves	5		1	3			
7	Purchase a land	player purchases a land	5		1	4			
8	Monopoly	player owns all the lands of a group	6		2	4			
9	Pay a rent	player pays a rent to an opponent	2		1	4			
10	Pay a double rent	player pays a double rent to an opponent	2		2	4			
11	*Pay a rent with houses*	player pays a rent (according to houses) to an opponent	4		2	4			
12	Bankrupt	game ends for a player	6		1	8			
13	Building house	player builds a house	4		2	5			
14	Passing the go	player receives $200 passing the go	5		2	3			
15	Go to Jail	player goes to jail	4		2	8			
16	Exit from jail	player exits form jail	7		2	8			
17	Draw a card	player draws a card	4		2	6			
18	Draw a jail card	player goes to jail	4		2	6			
19	Draw a “Get out of jail” card	player may exit from jail	6		2	6			
20	Draw a “Loose money” card	player looses money	2		2	6			
21	Draw a “Gain money” card	player receives money	2		2	6			
22	Draw a “Move player” card	player moves	3		2	6			
23	Taxes	player looses money	2		2	7			
24	Free parking	nothing happens	2		2	4			
25	Railroads	particular lands	4		1	5			
26	Companies	particular lands	4		1	5			
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User story id	task id	task description	(ideal hours) size estimate (0,5-2h)	size actual	optional location in code	optional notes					
0	0	Create the base classes from CRC cards									

User story id	task id	task description	(ideal hours) size estimate (0,5-2h)	size actual	optional location in code	optional notes					
1	1	Class Player with attributes									
	2	Basic setters and getters									
2	1	Basic Game class									
	2	Basic constants and operations									
3	1	Extended getters and setters for class Player									

User story id	task id	task description	(ideal hours) size estimate (0,5-2h)	size actual	optional location in code	optional notes					
4	1	Method to compute the turns									
	2	Additional methods to Player and Cell classes									
5	1	Create the Dice class									
6	1	Methods for moving the player through cells									
14	1	Go cell, method event() for some cells									

User story id	task id	task description	(ideal hours) size estimate (0,5-2h)	size actual	optional location in code	optional notes					
7	1	Attributes and methods for LandCells									
	2	Methods for buying lands, vector in Player									
8	1	Methods regarding monopoly of a Player									
9	1	Methods for loosing/gaining money									
	2	Methods and attributes to know the owner of a Land									
10	1	Prepare a way to compute rents with monopoly of the color									
11	1	Store the rents when 1,2,3,4 house(s) are present									
	2	Get the rent in presene of houses									
24	1	Preparing Free Parking Cell									

User story id	task id	task description	(ideal hours) size estimate (0,5-2h)	size actual	optional location in code	optional notes					
13	1	All the methods for building a house									
25	1	Railroads Classes									
26	1	Factories Classes									

User story id	task id	task description	(ideal hours) size estimate (0,5-2h)	size actual	optional location in code	optional notes					
17	1	Prepare the Card class									
18	2	player goes to jail									
19	3	player may exit from jail									
20	4	player looses money									
21	5	player receives money									
22	6	player moves									

User story id	task id	task description	(ideal hours) size estimate (0,5-2h)	size actual	optional location in code	optional notes					
23	1	Taxes Cell, methods									
/	1	events for Cells									
/	1	event messages for Cells									
/	1	html messages for Cells									

User story id	task id	task description	(ideal hours) size estimate (0,5-2h)	size actual	optional location in code	optional notes					
12	1	Bring a Player in bankrupt, deleting him from Game									
	2	Everything to be done with Lands/Railroads/Factories held by dead player									
15	1	Event in Goto Jail Cell									
16	2	Escaping from Jail									