

Start på lv5

Alla user stories

To Do

- As a player I need to make my move within a certain period of time in order to not automatically surrender.
- As a user I need to choose between hot seat or online multiplayer to play either hot seat or online multiplayer.
- As a user I need to be able to play multiple games at the same time with the same or different other users.
- As a user I need to view the history of the game to be able to know my history.
- As a user I need to choose which game mode I want to play to play different modes of the game.
- As a player I need to view or otherwise be informed of what has happened since my last turn in order to know what has happened since my last turn.
- As a user I need to chat with other players both privately and in the group during the planning a game.

Doing

- As a player I need to see if all other players have had to terminate the game.
- As a game I need to remove the turn of a player who has lost or surrendered.
- As a game I need to make the units of a player who have surrendered able to defend but otherwise neutral to all the non-overseas provinces.
- As a player I need to be able to surrender to no longer be part of a game.
- In game statistics
- As a user I need to see and choose to see another users' abilities to join an online multiplayer game.
- As a user I need to notify the server that I want other players to join my game to start an online multiplayer game.
- As a system I need to save the state of

Done

- As a player I need to choose a province to do different things with.
- As a player I need to move units from one province to another to build said province.
- As a player I need to choose how many units to attack with.
- As a player I need to be able to attack another province to try to conquer it.
- As a game I need to give various numbers to determine the loss of units to each province in an attack.
- As a player I need to choose if I want to attack (depend) to move forward in my turn.
- As a player I need to place a specified number of units on a province to see my bonus units for each round.
- As a game I need to know if a player has conquered a province in his turn.

Members

Activity

- Emma Håkansson transferred Doing to LVS. 30p 30 d 10:00
- Emma Håkansson copied As a game I need to make the units of a player who have surrendered able to defend but otherwise neutral to hit the now overseas provinces, from As a game I need to make the units of a player who have surrendered able to defend but otherwise neutral to hit the now overseas provinces, in All User Stories. 30p 30 d 10:00
- Emma Håkansson copied As a player I need to be able to view the game after I have lost or surrendered to see how

LVS

To Do

- I multip från Lvs4
- As a player I need to see if all other players have had to terminate the game.
- As a game I need to remove the turn of a player who has lost or surrendered.
- As a game I need to make the units of a player who have surrendered able to defend but otherwise neutral to all the non-overseas provinces.
- As a player I need to be able to surrender to no longer be part of a game.
- In game statistics
- As a user I need to see and choose to see another users' abilities to join an online multiplayer game.
- As a user I need to notify the server that I want other players to join my game to start an online multiplayer game.

Doing

- Send serialized game object between devices

Done

Members

Activity

- Emma Håkansson added Send serialized game object between devices to Doing and added Christer Mattson
- Emma Håkansson added Finish from LVS to To Do.
- Emma Håkansson transferred Doing from Alla user stories.
- Emma Håkansson added Lvs4 to this board.
- Emma Håkansson added Emil Kristansson to this

Slut på LV5

The screenshot shows a Trello board titled "LV5" with a Kanban workflow. The board is divided into three columns: "To Do", "Doing", and "Done".

- To Do:** Contains several user stories:
 - "As a player I need to see if all other players have had to terminate the game."
 - "As a game I need to remove the lots of a player who has had to surrender."
 - "As a game I need to make the order of a player who have surrendered able to defend but otherwise neutral to all the non-surrendered players."
 - "As a player I need to be able to surrender to no longer be part of a game."
 - "I prefer victory"
 - "As a user I need to see and choose to see another users stories to join an online multiplayer game."
 - "As a user I need to click the server but I want other players to join my game to start an online multiplayer game."
 - "As a player I need to save the state of
 - "Add a card..."
- Doing:** Contains one card:
 - "I map from LV4"
 - "Send serialized game state between devices"
 - "OK" button
 - "Add a card" button
- Done:** Contains one card:
 - "Add a card" button

The right sidebar contains the following sections:

- Menu:** A dropdown menu.
- Members:** Shows a list of members with icons and a button "Add Members...".
- Activity:** Shows a list of recent activity items:
 - "Lorenz moved Finish from LV4 from To Do to Doing, priority at 2:40"
 - "Emma Håkansson added Send serialized game object between devices to Doing and
 - added
 - added Christopher Mattson3p 30 of 1007"
 - "Emma Håkansson added Finish from LV4 to To Do, 3p 30 of 1006"
 - "Emma Håkansson completed Doing from All user stories, 3p 30 of 1005"
 - "Emma Håkansson added Lorenz to the board, 3p 30 of 1004"