

Backlog

<div><div>RewardsPriority 1</div><div>(1) As Kelly, I want to be rewarded on my customer profile when I complete a goal that wants me to eat at a variety of restaurants.</div><div></div></div>	<div><div>InterfacesPriority 2</div><div>(2) As Ella, I want a customized goal to be visible on my restaurant game board.</div><div></div></div>	<div><div>RewardsPriority 2</div><div>(1) As Bob, I want to earn coupons or discounts for future orders from the restaurant.</div><div></div></div>	<div><div>VerificationPriority 4</div><div>(5) As a restaurant owner, I want easy verification of achievements so that I can finish orders quickly and have time for more tasks.</div><div></div></div>	<div><div>Priority 1GoalsD3</div><div>(2) As Victor, I want a pre-made selection of goals to for my restaurant profile.</div><div><div></div><div>0/2</div></div></div>
<div><div>InterfacesPriority 1</div><div>(4) As a restaurant owner, I want an interface for choosing rewards.</div><div></div></div>	<div><div>Priority 2Goals</div><div>(1) As Ella, I want to remove a customized goal from my restaurant profile.</div><div></div></div>	<div><div>RewardsPriority 3</div><div>(4) As Kelly, I want an engaging game interface so that I retain interest in the application.</div><div></div></div>	<div><div>VerificationPriority 4</div><div>(5) As a restaurant owner, I want easy verification of rewards so that I can finish orders quickly and have time for more tasks.</div><div></div></div>	<div><div>Priority 1GoalsD3</div><div>(3) As Victor, I want to clear the goals from my restaurant profile.</div><div><div></div><div>0/3</div></div></div>
<div><div>Priority 1Goals</div><div>(1) As Kelly, I want to see when I have completed a goal so that I can be rewarded for eating at a variety of restaurants.</div><div></div></div>	<div><div>Priority 2Goals</div><div>(2) As Ella, I want to remove a customized goal from my restaurant game board.</div><div></div></div>	<div><div>Priority 3Interfaces</div><div>(4) As Bob, I want a simple graphical layout for the game board.</div><div></div></div>	<div><div>Reward RedemptionPriority 4</div><div>(3) As Bob, I want to access redeemable rewards quickly.</div><div></div></div>	<div><div>InterfacesPriority 1GoalsD3</div><div>(29) As a restaurant owner, I want an interface that allows me to add goals on my restaurant profile.</div><div><div></div><div>0/10</div></div></div>
<div><div>InterfacesPriority 1</div><div>(6) As a restaurant owner, I want to login to an account that stores my restaurant profile.</div><div></div></div>	<div><div>RewardsPriority 2</div><div>(3) As Victor, I want to add a reward from the provided options to my restaurant profile.</div><div></div></div>	<div><div>Priority 3Verification</div><div>(3) As Charity, I want to see when an achievement is completed.</div><div></div></div>	<div><div>Reward RedemptionPriority 5</div><div>(2) As Ella, I want one-time redemption of rewards per customer.</div><div></div></div>	
<div><div>InterfacesPriority 1</div><div>(6) As a customer, I want to login to an account that stores my user profile.</div><div></div></div>	<div><div>RewardsPriority 2</div><div>(2) As Victor, I want to have a list of provided rewards to add to my restaurant profile.</div><div></div></div>	<div><div>Priority 3Reward Redemption</div><div>(1) As Charity, I want to see when an achievement is redeemed.</div><div></div></div>	<div><div>Priority 5Verification</div><div>(2) As Ella, I want one-time redemption of achievements per customer.</div><div></div></div>	
<div><div>Priority 2Goals</div><div>(1) As Ella, I want to add a customized goal to my restaurant profile.</div><div></div></div>	<div><div>RewardsPriority 2</div><div>(1) As Victor, I want to remove a reward from the provided options on my restaurant profile.</div><div></div></div>	<div><div>Priority 3Interfaces</div><div>(2) As Charity, I want to see the achievement path of completed goals.</div><div></div></div>	<div><div>Priority 6Competition</div><div>(10) As Kelly, I want to be able to see my friends' progress.</div><div></div></div>	