

Requirement ID	Description of Requirement	Story points	Priority	Sprint No.
1	Overworld Rendering	8	1	
2	Overworld Design	13	3	
3	User Input	2	1	
4	Core user interface (basic menus, saving)	5	1	
5	Battle interface	5	1	
6	Text boxes	5	1	
7	Main menu	1	2	
8	Animations	8	3	
9	Battle Engine	5	1	
10	Battle NPC AI	5	2	
11	Battle Rendering	8	1	
12	Human Designs	13	3	
13	Creature Designs	13	3	
14	Gameplay Mechanics (rules)	5	1	
15	Interacting with objects	2	2	
16	Progression system	2	3	
17	Story Design	13	4	
18	Multiplayer trading	13	25	
19	Multiplayer battling	13	50	
20	Multiplayer overworld	13	100	
21	Saving the game state to file	5	1	
22	Inventory (long-term storage of creatures)	5	2	
23	Battle Moves	8	2	
24	Base building	8	100	