

Front of Story Card 1:

#1

As a player I would like to click the START GAME button.

Priority: 2

Cost: 2

Back of Story Card 1:

When opening this browser game, a menu of options available to the player needs to be displayed and the player can choose to start the game by clicking on the START GAME button.

Front of Story Card 2

#2

As a player I want to play cards based on the resources available.

Priority: 7

Cost: 4

Back of Story Card 2:

- When a player plays a game, the available cards are displayed, and the player can choose the number and type of cards to play based on the resources played.
- A player try to play cards which are more than the available resources.
- The backend service records the cards played by the current game player.

Front of Story Card 3:

#3

As a player I would like to see all card information.

Priority: 4

Cost: 2

Back of Story Card 3:

When selecting a card, all card information needs to be displayed and the player can select the card in which to view.

Front of Story Card 4:

#4

As a player I would like to choose creature cards for use.

Priority: 4

Cost: 2

Back of Story Card 4:

- After viewing the card effect, the player chooses to use creature cards.
- The backend service needs to keep track of the current player's play.

Front of Story Card 5:

#5

As a player I would like to choose where to place creatures within a feasible range.

Priority: 4

Cost: 2

Back of Story Card 5:

- After the player selects a creature card, the area where it can be placed is highlighted and the card is placed.
- The player attempts to place creature cards in non-highlighted areas.
- The backend service records the placement of the cards.

Front of Story Card 6:

#6

As a player I would like to click on Avatar or creature to show moveable areas and attackable objects.

Priority: 8

Cost: 4

Back of Story Card 6:

Highlight moveable areas or attackable objects when the player clicks on Avatar or creature in the board.

Front of Story Card 7:

#7

As a player I would like to select Avatar or creatures to move.

Priority: 2

Cost: 2

Back of Story Card 7:

- When a moveable area is highlighted, the player chooses to move Avatar or creature.
- Players try to move avatars or creatures to non-highlighted areas.
- The backend service records the position and status of all characters and creatures on the current board.

Front of Story Card 8:

#8

As a player I would like to choose Avatar or creature to attack.

Priority: 4

Cost: 2

Back of Story Card 8:

- When an attackable object is highlighted, the player chooses to use Avatar or creature to attack the attackable object.
- The background service records the position and status of Avatar and creatures on the current board.

Front of Story Card 9:

#9

As a player I would like to choose spell cards for use.

Priority: 4

Cost: 2

Back of Story Card 9:

- The player chooses to use the spell card.
- The backend service needs to keep track of the current player's play.

Front of Story Card 10:

#10

As a player I would like to see the available target group or area when using spell cards.

Priority:7

Cost:4

Back of Story Card 10:

When a player selects a spell card, highlight all valid targets or areas for the spell card.

Front of Story Card 11:

#11

As a player I want to use spell cards to attack/gain characters or creatures.

Priority: 5

Cost: 3

Back of Story Card 11:

- When a player uses a spell card, the player selects a target or area to attack or gain.
- Player attempts to use a spell token on a non-valid unit or area.
- The backend service records the position and status of all characters and creatures on the current board.

Front of Story Card 12:

#12

As a player I would like to click the END TURN button at the end of a turn.

Priority: 2

Cost: 2

Back of Story Card 12:

When the player wants to end the current turn, click the END TURN button, and take the opposing turn.