**Game host service user stories: -**

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| **ID: 001** | | | |
| **Title: Arrange cards Story points:** | | | |
| **As a** game host service | | | |
| **I want to** arrange the scorecards and showcards | | | |
| **So that** I can start the round | | | |
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| **Conditions of Satisfaction** | | | |
| * Face cards must be arranged in a 5x5 grid. * The cards must be faced down. * Showcards must be 25 cards in total that include the following cards: Deuces, Ace, King, Queen Jack, 10, and 1 Joker. * Showcards must be shuffled. * Scorecards must be 30 in total that include the following cards and must be arranged in the following sequence from top to bottom: 2 Joker cards, 9, 8, 7, 6, 5, 4, 3. | | | |

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| **ID: 002** | | | |
| **Title: Account Creation for Progress Tracking Story points:** | | | |
| **As a** game host service | | | |
| **I want to** create a personal account for each player | | | |
| **So that** I can monitor their achievements and scores | | | |
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| **Conditions of Satisfaction** | | | |
| * Player progress and scores are accurately recorded and visible within the account. | | | |

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| **ID: 003** | | | |
| **Title: Interactive Tutorial for New Players Story points:** | | | |
| **As a** game host service | | | |
| **I want to** teach how to play the Spec card game through an interactive and informative tutorial | | | |
| **So that** they can understand the game mechanics | | | |
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| **Conditions of Satisfaction** | | | |
| * The tutorial is interactive and engaging. * It provides comprehensive information on how to play Spec. * The tutorial is easily accessible for new players. | | | |

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| **ID: 004** | | | |
| **Title: Handling Duplicate Predictions Story points:** | | | |
| **As a** game host service | | | |
| **I want** a mechanism for players to point out illegal move | | | |
| **So that** they can win the scorecard | | | |
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| **Conditions of Satisfaction** | | | |
| * Players can point out any illegal moves before the next turn. * The highest value scorecard owned by the player who made an illegal move must be awarded to the opponent who correctly called out an illegal move, or if that player does not have any scorecard, then the opponent must be awarded the top card in the scorecard pile. | | | |

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| **ID: 005** | | | |
| **Title: Set number of rounds Story points:** | | | |
| **As a** game host service | | | |
| **I want** **to** set the number of rounds according to the number of players | | | |
| **So that** a game has a total number of rounds to play | | | |
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| **Conditions of Satisfaction** | | | |
| * The number of rounds set should be equal to the number of players. | | | |

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| **ID: 006** | | | |
| **Title: Visible and Accessible Leaderboard Story points:** | | | |
| **As a** game host service | | | |
| **I want** **to** provide a visible and easily accessible leaderboard that tracks the scores of all players | | | |
| **So that I** can gauge players' performance in comparison to others | | | |
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| **Conditions of Satisfaction** | | | |
| * The leaderboard is prominently displayed and easily accessible. * It accurately tracks and updates the scores of all players. | | | |

**Player user stories:**

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| **ID: 007** | | | |
| **Title: Select game mode Story points:** | | | |
| **As a** player | | | |
| **I want to** choose between player vs player or player vs computer mode | | | |
| **So that** I can enjoy different gaming experiences based on my preferences | | | |
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| **Conditions of Satisfaction** | | | |
| * The player can select to play with computer or other player(s) * If the player selects to play with computer, then the game will have 2 players in total * If the player selects to play with other player(s), then the game can have 2, 3 or a maximum of 4 players, depending on the player’s choice | | | |

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| **ID: 008** | | | |
| **Title: Clear Representation of 55-Card Deck Story points:** | | | |
| **As a** player | | | |
| **I want a** clear and visually appealing representation of the 55-card deck split into showcards and scorecards | | | |
| **So that** I can easily understand and strategize during the game | | | |
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| **Conditions of Satisfaction** | | | |
| * The deck representation is visually appealing and easily understandable. * Showcards and scorecards are clearly distinguished. * Showcards are placed face down in a 5x5 grid * Scorecards are placed face down in a pile from the highest card value to the lowest card value | | | |

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| **ID: 009** | | | |
| **Title: Predicting Last Card Nominations Story points:** | | | |
| **As a** player | | | |
| **I want to** predict the last card by nominating a specific suit and rank or by calling "Joker" | | | |
| **So that** I can strategically influence the game outcome. | | | |
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| **Conditions of Satisfaction** | | | |
| * Players can nominate a specific suit and rank or call "Joker" during the prediction phase. * The nomination process is straightforward and intuitive. * Player cannot select same suit or rank card. | | | |

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| **ID: 010** | | | |
| **Title: Viewing Other Players Predictions Story points:** | | | |
| **As a** player | | | |
| **I want to** know the predictions made by other players before the game begins | | | |
| **So that** I can adapt my strategy based on their predictions | | | |
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| **Conditions of Satisfaction** | | | |
| * A list of predictions made by other players is visible before the game starts. * The information is presented in a clear and organized manner. | | | |

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| **ID: 011** | | | |
| **Title: Informed Predictions (Rejected by sir) Story points:** | | | |
| **As a** player | | | |
| **I want to** see the cards that have already been turned to make informed predictions | | | |
| **So that** my predictions are more accurate | | | |
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| **Conditions of Satisfaction** | | | |
| * Players have a visual representation of the cards that have been turned. | | | |

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| **ID: 012** | | | |
| **Title: Winning Scorecards Story points:** | | | |
| **As a** player | | | |
| **I want to** win scorecards based on the accuracy of my guesses during my turn | | | |
| **So that** my performance is rewarded | | | |
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| **Conditions of Satisfaction** | | | |
| * Players are awarded scorecards based on the accuracy of their predictions during their turn: -   + 1 scorecard, if the guessed suit is correct, but not the rank   + 2 scorecards, if the guessed rank is correct but not the suit   + 4 scorecards, if both the rank and the suit guessed are correct   + 2 scorecards, if a joker is correctly guessed   + 4 scorecards, if it is an actual joker | | | |

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| **ID: 013** | | | |
| **Title: Predicting the Card Suit and Rank During Turns Story points:** | | | |
| **As a** player | | | |
| **I want to** be able to call specific ranks and suits during my turn or call "Joker" without mentioning a suit | | | |
| **So that** I have flexibility in making predictions | | | |
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| **Conditions of Satisfaction** | | | |
| ❖ Players can call specific ranks and suits during their turn.  ❖ Players have the option to call "Joker" without specifying a suit. | | | |

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| **ID: 014** | | | |
| **Title: Winning All Scorecards for Last Card Prediction Story points:** | | | |
| **As a** player | | | |
| **I want to** win all remaining scorecards if I correctly predict the last card left face down | | | |
| **So that** successful end-game predictions are highly rewarded. | | | |
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| **Conditions of Satisfaction** | | | |
| ❖ Players who correctly predict the last face-down card win all remaining scorecards.  ❖ The reward is substantial and reflects the difficulty of the prediction.   * Bonus should be awarded to: -   + The player whose prediction matches the last card   + if none of the predictions were correct, then the player who correctly predicted the rank of the last card   + if none of the rank predictions were correct either, then the player who correctly predicted the suit of the last card if none of the suit predictions were correct either, then the player won the last scorecard | | | |

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| **ID: 015** | | | |
| **Title: Pause and Resume Gameplay Story points:** | | | |
| **As a** player | | | |
| **I want the** ability to pause a game and resume it later without losing progress | | | |
| **So that** I can accommodate interruptions without affecting my gameplay | | | |
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| **Conditions of Satisfaction** | | | |
| ❖ Players can pause a game at any point and resume it later without losing progress.  ❖ The feature is user-friendly and does not disrupt the overall gaming experience. | | | |

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| **ID: 016** | | | |
| **Title: User-Friendly Help Menu Story points:** | | | |
| **As a** player | | | |
| **I want** access to a user-friendly help menu that helps during gameplay | | | |
| **So that** I can quickly find information and guidance when needed | | | |
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| **Conditions of Satisfaction** | | | |
| ❖ The help menu is easily accessible and provides comprehensive assistance during gameplay.  ❖ Players can quickly find information on rules, controls, and other relevant topics. | | | |

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| **ID: 017** | | | |
| **Title: Preventing Duplicate Joker Calls Story points:** | | | |
| **As a** player | | | |
| **I want a** feature that prevents calling "Joker" if all five Jokers have already been faced | | | |
| **So that** the game remains balanced and avoids redundancy | | | |
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| **Conditions of Satisfaction** | | | |
| ❖ The game prevents players from calling "Joker" if all five Jokers have already been faced.  ❖ The mechanism is transparent and ensures fair gameplay. | | | |

Sprint 1 goal: -

Design and implement a console-based application, featuring only one game mode that will be 2 human players.