**User Stories**

Player:

As a Player I want to login so that I could play the game.

As a Player I want to login so that I can view the score card of everyone.

As a Player I want to login so that I can update my user details.

As a Player I want to roll the dice so that the order of the players could be determined.

As a Player I want to roll the dice so that I can choose the color of the pawn according to the order.

As a Player I want to roll the dice so that I can move my pawn on the board.

As a Player I want to roll the dice so that obtain Bounty card.

As a Player I want to roll the dice so that I can choose the pawn to be moved.

As a Player I want to roll the dice so that I can move my pawn away from the time machine.

As a Player I want to use the bounty restart card so that I can force the opponent’s pawn to restart again.

As a Player I want to use the bounty swap card so that I can swap my pawn’s position with chosen opponent’s pawn’s position.

As a Player I want to use the bounty drag card so that I can move all pawns forward when a portal pushes my pawn forward.

As a Player I want to use the bounty drag card so that I can force my opponent to move all their pawns backward when a portal pushes my pawn backward.

As a Player I want to use the bounty reverse card so that I can force my opponent to move all their pawns in reverse for the next opponent’s two turns.

System:

As a System I want to obtain input so that I can update player details, If the player already exists.

As a System I want to obtain input so that I can create new player profile, If the player doesn’t exists.

As a System I want to obtain input so that I can display the player score card.

As a System I want to obtain input so that I can commence the game.

As a System I want to obtain input so that I can determine who commences the game.

As a System I want to obtain input so that I can randomize the location of portals, time machine and bounty tile on the board.

As a System I want to obtain input so that I can move the player’s pawn.

As a System I want determine whether the portals push forward or backward so that I can move the pawns in that direction.

As a System I want to set the timer for the pawn so that the player rolls the dice to move away from the time machine.

As a System I want to randomize the card so that a random bounty card is assigned.

As a System I want to obtain the bounty card detail so that I can implement its effect.

As a System I want to update the game statistics so that final statistics of the game is displayed at the end of the game.

As a System I want to keep track of pawn positions so that I can identify the winner of the game.