## Project Backlog

List of user stories, epics and fuzzy stories in order of priority.

User story: As a... I need... to..."

Fasändring och gamemodes saknar user storys.

## **User Stories**

x As a player I need choose a province to do different things with. 1sp

x As a player i need to move units from one province to another to fortify said province. 1sp

x As a player I need to choose how many units to attack with. 1sp

x As a player I need to be able to attack another province to try to conquer it. 3sp

x As a game I need to give random numbers to determine the loss of units to each province in an attack. 1sp

x As a player I need to choose if I want to attack (again) to move forward in my turn. 1sp

x As a player I need to place a specified number of units on a province to use my bonus units each round. 2sp

x As a game I need to know if a player owns an entire continent in order to deal continent bonuses. 2sp

x As a game I need to know if a player has conquered a province in this turn in order to deal one card if that is the case. 1sp

x As a player i need to view and handle my cards in order to turn cards in for bonuses. 3sp

x As a player I need to zoom in and drag around the map to get a good view of the map. 2sp x As a player I need to zoom out again to get an overview of the map. 1sp

x As a game I need to distribute all provinces between the players and place one unit on each to set up the game. 1sp

x As a player I need to place the rest of my units on any of my provinces to finish setting up the game. 1sp

As a game I need to remove the turn of a player who has lost or surrendered. 1sp

As a player I need to win if all other players have lost to terminate the game. 1sp

As a game I need to make the units of a player who has lost able to defend but otherwise neutral to fill the now ownerless provinces. 1sp

As a player i need to view information about the game I am currently playing in order to get an overview of the progress of the game 3sp

As a user I need to notify the server that I want other players to join my game to start an online mulipayer game. 2sp

As a user I need to see and choose to join another users lobbies to join an online multiplayer game. 2sp

As a system I need to save the state of the game to allow a user to close a game and start at the same place at a later point in time. 2sp

As a player I need to be able to view the game after I have lost or surrendered to see how the game develops. 1sp

As a user I need to choose between hot seat or online multiplayer to play either hot seat of online multiplayer. 1sp

As a player I need to make my move within a certain period of time in order to not automatically surrender. 2sp

As a player I need to be able to surrender to no longer be part of a game. 1sp

## **Epics**

As a user I need to be able to play multiple games at the same time with the same or different other users. 1sp

As a user I need to view the highscore of the game to be able to know my highscore. 2sp As a user i need to chat with other players both privately and in the group currently playing a game. 4sp

As a user I need to view statistics about my gaming. 3sp

As a user I need to choose which game mode I want to play to play different modes of the game. 1sp //Finns user storys för gamemodes?

## **Fuzzy Stories**

As a player I need to view or otherwise be informed of what has happened since my last turn in order to know what has happened since my last turn. 2sp

- Strid mellan två provinser som tillhör olika spelare Epic 1
- Truppförflyttningar(i F2, F3)
- Trupputplaceringar
- Kontinentbonus som ger fler trupper i F1 -Epic 2
- Bonuskort som kan bytas in mot fler trupper i F1.
- Zoom-funktioner (zooma in och ut och dra runt på kartan)
  -Epic 3
- Hot seat och server-klientbaserat -Epic 4
- Multiplayer 2-6 spelare
- Starta spel, F0
- Lobby för att hitta och gå med i spel x
- Vinna/förlora
- Ge upp -Epic 5
- Göra spelare neutral (då spelaren ger up)
- Långtidsspel. Varje spelare har god, men begränsad, tid på sig att göra sin tur, ca. 24 h

-Epic 6

- Highscore
- Playback, se allt som hänt sedan sist gång det var ens tur (ev. endast text)
- Kan ha fler spel igång samtidigt
- Lätt profilsystem med lite statistik
- Chattsystem för att prata med alla i spelet, och skicka privata meddelanden
- Flera olika spellägen
- Kunna spara spelet och starta om det vid sparad tidpunkt. x