FIT3077: Software Engineering: Architecture and design

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User Stories Documentation

Group No: MA_Wednesday_04pm_Team690

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Content

User Stories

User stories are a way for developers to detail the features of a software system from the perspective of the end users. This way we can properly plan out all the features into the sprint and to figure out how the product will be like. The list below will display all the requirements for the basic Fiery Dragons gameplay and also initial ideas for any extension to the game.

1) As a Fiery Dragons game board, I would like the player to move backward if they have chosen a pirate dragon dragon card so that it will act as a punishment system to the game.

2) As a Fiery Dragons game board, I would like the player to move forward if they have chosen the corresponding creature dragon card so that the player can finish the game.

3) As a Fiery Dragons game board, I would like the volcano cards to have different combinations of creatures for the game board so that the players have to choose the right creature dragon card to be able to move forward.

4) As a Fiery Dragons game board, I would like each of my cut volcano cards to be fitted with a cave card of a specific creature type, so that I only allow players that choose a dragon card corresponding to the creature type on their cave card to move out of the cave at the start of the game.

5) As a Fiery Dragons game board, I would like that the volcano cards for each game will be different and not repetitive so that the game will be more exciting to play.

6) As a dragon card, I would like to have different numbers of creatures on me so that the player can move more than 1 space.

7) As a dragon card, I would like to represent different types of creature to increase the difficulty as the player needs to pick the correct dragon card to be able to move forward.

8) As a dragon card, I would like to be randomised at each round so that players cannot just remember 4 dragon cards to be able to win the game.

9) As a player, I would like to be able to choose a dragon card during my turn to move forward, move backward or stay in place so that I can win the game.

10) As a Fiery Dragons game board, I would like the player to stay put at their original field and end their turn if the field they're about to move to using their creature dragon card has another player so that two players cannot be on the same field at the same time.

11) As a Fiery Dragons game board, I would like to ensure that the cut volcano cards, where the caves are to be slotted in, are not adjacent to one another in forming the ring, so that no two caves can be in adjacent volcano cards.

12) As a Fiery Dragons game board, I would like to ensure that the caves are placed in opposite directions in the volcano ring if there are only two players playing the game, so that the distance between the caves of the players on the board is maximised as per the game rules.

13) As a Fiery Dragons game board, I would like the volcano cards to have the option to be consisting of a varying number of fields, and not just three fields, so that the board can have more configurations to be played on and the number of fields that make up the ring can vary.

14) As a dragon card, I would like to have different numbers of creatures on me that correspond to the number of moves a player will make if the player is of the same creature type, so that the player will be able to move more than or equal to 1 space.

15) As a dragon card, I would like to have a variant where I am a "dragon pirate card", where the number of "dragon pirate" creatures on me represent the number of times I have to move backwards on the board so that players have to move backwards and thus adversely affect their progress towards winning the game, for a layer of added difficulty.

16) As a dragon card, I would like to occasionally offer a "shield" symbol, providing protection for the player that does not already have a shield symbol, from the next dragon pirate card they encounter, so that it allows for strategic planning against setbacks.

17) As a player, I would like to be able to move my dragon token on the board based on my dragon card each round, so that I can move around the volcano to get back into my cave.

18) As a Fiery Dragons game board, I would like to be able to get out of my cave only if the creature on the dragon card I chose matches the creature that I am, so that I am able to circle around the volcano and progress through the game.

19) As a colour blind player, I would like to have the option to toggle on colour blind mode when playing the game, so that I will be able to see the board and tokens clearly.

20) As a Fiery Dragons game board, I would like to allow the player to win the game only if the dragon card chosen by them has a number of creatures corresponding to the player's creature that is exactly the number of moves required to re-enter their cave or else they have to circle the volcano once again to attempt to re-enter their cave, so that there is an added layer of difficulty to winning the game.

21) As a beginner player, I would like to have a tutorial screen explaining the rules of the game to me, so that I can comprehend the game before playing it.

22) As a Fiery Dragons game board, I would like to be able to put out 16 creature cards that players can view without seeing the creatures on the card, so that players can select chit cards without knowing the contents of the card.

23) As a Fiery Dragons game board, I would like to disallow the player from moving backwards if they are still in their cave, even if they choose a dragon pirate card, so that the player just stays put in their cave.

24) As a player, I would like to be able to terminate the game manually so that I can end the game early and leave if I no longer want to or am unable to play.

25) As a player, I would like to be able to restart the game without running the executable file again, so that I can replay the game with ease.

26) As a Fiery Dragons game board, I would like the dragon cards to be different each game so that it is not repetitive.