

User Stories

Basic Requirements

Player

1. As a player, I want to see a game board, so that I know where to place and move my tokens.
2. As a player, I want to place my tokens on the board so that I can have up to 9 token pieces on the board.
3. As a player, I want to move placed tokens on the board so that I can try to form a mill, meaning 3 of my tokens on a straight line.
4. As a player, I want to be able to choose and remove one of my opponents tokens from the board, once I make a mill.
5. As a player, I want to be able to move a token out of an existing mill, then move it back, so that I can form the same mill.
6. As a player, I want to be able to fly my pieces (move to any unoccupied spot on the board) once I am down to three pieces, so I am not limited to moving my remaining tokens to adjacent points.
7. As a player, I want the game to notify me once either player has 2 tokens left, so I know there is a winner.
8. As a player, I would like to end a game prematurely and return to a main menu so that I do not have to complete a game.

Game Board

9. As a game board, I want to have 24 positions that each can have a token, so that both players have enough space to place and move their tokens around.
10. As a game board, I want to make sure that a tile can only occupy one, and only one token so that player's tokens do not overlap.
11. As a game board, I want to know if a player has moved their token to an adjacent available position on the board, so that I know a player is making a valid move.
12. As a game board, I want to make sure that tokens from a formed mill cannot be removed unless no other tokens are available, so that game rules are followed.
13. As a game board, I want to make sure that captured tokens cannot be played again, so that the game rules are obeyed.
14. As a game board, I want to indicate which player's turn it is, so that the correct player can make their turn.

Token

- 15. As a game token, I want to be placed on the board, so that a game can be initiated.
- 16. As a game token, I want to move to legal positions on the board based on game rules, so that the game can progress.
- 17. As a game token, I want to fly from one position on the board to another position of the board if my player has 3 tokens on the board so that I can have an advantage over the opponent.

Game State

- 18. As a game state, I want to keep track of whose turn it is, so that no player can play two consecutive turns.
- 19. As a game state, I want to keep track of the number of tokens that both players have respectively so that the game is not over and players on each side have tokens of 3 or more respectively.
- 20. As a game state, I want to keep track of which phase the game is in now so that I can identify what actions the tokens can make.
- 21. As a game state, I want to make sure that both sides have 3 or more tokens so that each side has a chance to form a mill.
- 22. As a game state, I want to keep track of a counter and check if the number of total turns completed has reached 200, so that the game can be declared a draw.
- 23. As a game state, I want to keep track of each player's tokens to determine which phase each player of the game is currently in.

Advanced requirement (a)

- 24. As a novice player, I want the game to show prompts and guides in tutorial mode, so that I can learn the game as a beginner and improve my skills.
- 25. As a game player, I want to be able to see a list of game rules, so that I can refer to the rules if I am new or if I forget some of the rules.
- 26. As a player who needs assistance in game, I want to be able to toggle hints, so that I can visualize all possible moves for a token and make better game decisions.

Advanced requirement (c)

- 27. As a game player, I want to have an option to play against the computer, so that I can have someone to play with.

28. As a game computer player (bot), I want to be able to do the basic game interactions, so that I can play the game properly against a real player.
29. As a game computer player (bot), I want to know all the possible moves for my tokens, so that I can randomly make a move for my turn.