

## User stories

1. As a player, I wish to select a dragon token at the beginning of the game to visually represent myself on the game board.
2. As a player, I want to see a visual representation of the volcano and all players' dragons on the game interface, so I can understand the game's current state.
3. As a game, I want to shuffle the 16 dragon chits and place them face down within the volcano area at the start of the game, ensuring a fair and random beginning.
4. As a developer, I need to enable dragon chit interaction through mouse clicks, allowing players to easily use and engage with chits during gameplay.
5. As a chit, I need to only allow the dragon to move if the drawn chit matches the creature on the player's current square, enforcing game rules.
6. As a chit, I want to automatically move the players dragon around the board based on the creature shown on the chit I draw, adhering to the game rules.
7. As a player, I want the game to notify me when it's my turn so that I know when to make my move.
8. As a dragon pirate chit, I need to automatically move a player's dragon backwards when they encounter a dragon pirate chit, enforcing the game rules.
9. As a chit, I want to automatically revert to a hidden state after being revealed, ensuring the game's challenge is maintained.
10. As a game, I must prevent more than one dragon from occupying the same square, to maintain fairness and adhere to the game's rules.
11. As a game, I need to ensure that a dragon can only enter its cave with the exact number of moves required, preserving the integrity of the game's end condition.
12. As a player, I want the game to declare the winner once a dragon successfully navigates back to its cave, marking the end of the game.
13. As a player, I want the ability to restart the game once finished, so I can play multiple rounds without exiting the application.
14. As a developer, I want to provide clear, concise documentation on how to set up and run the game, ensuring it is accessible for users on different platforms.
15. As a player, I would like to see animations for dragon movements, making the game more visually appealing and engaging.
16. As a player, I'm interested in a feature that explains the rules and offers strategy tips, making the game more accessible to new players.
17. As a player, I want to see a leader board at the end of the game, so I know how I ranked against other players.
18. As a developer, I need to ensure the game is playable on a single device without server-side code, following project requirements.
19. As a game, I want to automatically save the game progress, so players can resume their game even after closing the application.
20. Extension: As a developer, I want to implement an AI opponent for single-player mode, offering a challenging experience even without human opponents.
21. Extension: As a player, I want to use a 'Game dynamic chits' like player position swap chit or reverse direction chit to add an unexpected twist to the game's progression.
22. Extension: As a player, I want to utilize a 'Shove Back' chit to force all other players to move back a specified number of spots, giving me a competitive edge.
23. Extension: As a player, I want to use a 'Point Multiplier Power up' chit to double the moves I earn in a turn, allowing me to advance quicker towards my cave.

24. Extension: As a system, when two dragons land on the same square, I want to initiate a 'Tic-Tac-Toe' mini-game to determine who gets to stay on the square, adding a layer of skill-based challenge.