# Group A: Game of Strife

Project execution: 1 point is equivalent to 2 people working 1 hour.

Points in total week 3: 28 points

Assigned points: 24 points

Priority: Must have (M), Should have (S), Could have (C), Would have (W).

## Case description

2-4 Players can play a game, the ending of the game is determined by the choices the players make and the tiles they land on.

## User stories

### Create players (2 points, M)

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| As a player |
| I want to enter how many players will participate |
| So that the number of players in the game corresponds to the number of players. |
| Acceptance criteria:  The input number of players should be able to play the game in turns. |
| Acceptance test (exact description):  After starting the application, an input field for the number of players should appear, which changes the number of players able to play the game. |

### Assign money/budget (1 point, S)

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| As a player |
| I want to start with money |
| So that I can pay potential fines when drawing cards |
| Acceptance criteria:  Each player has a budget with their respective starting money. From this budget, money can be withdrawn or added to. The starting budget is 1000 gold. |
| Acceptance test (exact description):  After creating players, the players should see their respective budget (gold), so they know whether they are in debt or not. |

### Show the board/UI (6 points, M)

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| As a player |
| I want to start the application and to see the board. |
| So that I can see the game board. |
| Acceptance criteria:  I can see the board. |
| Acceptance test (exact description):  After creating the players, the board should show up. |

### Select player (2 points, S)

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| As a player |
| I want to know if its my turn. |
| So that I can roll the dice |
| Acceptance criteria:  After entering the number of players, and seeing the board, the first player is selected. |
| Acceptance test (exact description):  After creating the players, the board should shows up, and the correct player is selected. |

### Roll the dice and move to correct tile (4 points, M)

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| As a player |
| I want to roll the dice. |
| So the character takes the number of steps rolled and the scenario of the square plays |
| Acceptance criteria:  The number of steps that have been rolled are taken, the character location updates, scenario of the tile plays. |
| Acceptance test (exact description):  Start application, enter number of players, roll the dice, click ‘take steps’ button, character moves to the correct location on the board, and the scenario plays based on the tile. |

### Draw (pre-created) cards (3 points, C)

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| As a player |
| I want to be able to draw a card |
| So that I can experience its effect |
| Acceptance criteria:  A card should be randomly chosen from a group of cards (group size can be 1) and its effect should be shown and given to the player, after which something happens. |
| Acceptance test (exact description):  After game start: Player’s turn, roll the die. Do this until you reach a colored tile. Game should locate the deck that the tile belongs to, then randomly pick one card from the deck. Show its effects to the player, grant its effects to the player, then return to the deck until the next person steps on it. Action should be repeatable per turn. |

### Create Sequential Turn Order (2 points, M)

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| As a player |
| I want there to be turns for everyone |
| So that I can take my own turn and others can take theirs |
| Acceptance criteria:  The game should grant player 1 their turn after game start, then after they earn their money, roll the die, move and draw their card (if possible), player 2’s turn starts. Continue for P3 and P4 until it’s P1’s turn again. If a player has finished, their turn should be skipped. |
| Acceptance test (exact description):  Upon game start: Player 1’s turn starts. Roll the die, it will automatically move you to the correct spot. If you land on a colored square, draw a card. After these actions are done, P2’s turn should automatically start. Move to the end of the board, this player’s turn should be skipped from now on. |

### Finishing the game (2 points, W)

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| As a player |
| I want to finish the game |
| So that i can see who did the best in the game. |
| Acceptance criteria:  All players have landed on the final square |
| Acceptance test (exact description):  The money of all players is added. The player with the most money is announced as the winner by a pop-up that says “the winner is user x”. |