# 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

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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. |

### Select player

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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. |

### Create Sequential Turn Order

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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 finished. |
| 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, get a card, and execute this. 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

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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”. |

## New user stories of this week:

### Show the interactive board/UI

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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, I can see the players and their current budget, position, and state. I can see the cards and which card I have drawn. I can click on the board to roll the dice and to execute a card. |
| Acceptance test (exact description):  After creating the players, the board should show up. |

### Roll the dice, move to correct tile, get a card

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| As a player |
| I want to roll the dice, move my position, and receive a card based on the tile color |
| So the player takes the number of steps rolled and receives a card when on a colored tile to later execute an action |
| Acceptance criteria:  The number of steps that have been rolled are taken, the player location/tileID is updated, the correct card color is given to the player when applicable. |
| Acceptance test (exact description):  Roll the dice, player moves to the correct location on the board, card gets shown on the screen. |

### Execute card

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| As a player |
| I want to be able to execute a card |
| So that I can experience its effect |
| Acceptance criteria:  When the given card is shown on the screen, the player has to click on the “OK” button to execute the card. This will adjust the resources or position of the player. |
| Acceptance test (exact description):  After the card is “accepted” (by clicking on “OK”), the action of the card should be executed so the resources/position of the player is adjusted. |