# 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

### Have a full decks of cards

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| As a player |
| I want to be able to get a different type of cards for every different tile color, from different full decks of cards |
| So that I am able to get a different card every time I land on a new tile |
| Acceptance criteria:  There should be a pile of cards, the action of the cards are executed, a pop-up showing the words on the cards should exist |
| Acceptance test (exact description): Every time a player lands an a color tile, that player gets a different card from the pile |

### Give cards differing functionalities so that they warrant subclass use

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| As a player |
| I want to draw cards that do a diverse array of things |
| So that the game stays interesting and subclasses can be used |
| Acceptance criteria:  Cards should be subdivided into at least 2 different card subclasses, each with their own functions for what happens when their card is drawn. |
| Acceptance test (exact description):  After starting the application, set the amount of players and die faces to any amount. Then roll the die and look at the cards drawn. They should have a variety of effects beyond just altering your Balance. |

### Scaling the GUI

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| As a player |
| I want the GUI to conform to the bounds of the application when I enlarge or shrink it. |
| So that the application can be used at any window size |
| Acceptance criteria:  All elements of the GUI (except the Board itself) should scale with the size of the GUI panel itself. |
| Acceptance test (exact description):  Open the application and enter initial settings and press OK. Then, move the boundaries of the application such that the screen becomes larger or smaller. |

### Add Salary Tiles

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| As a player |
| I want to receive salary |
| So that I get more money |
| Acceptance criteria: There is a salary assigned to each player, each player has money, there are tiles with “salary” on them |
| Acceptance test (exact description):  Whenever I move over a salary tile, I receive my salary, and my money is updated |

### Handle negative money

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| As a player |
| I want to experience some kind of punishment for getting below 0 money |
| So that there is an incentive to stay above 0 balance |
| Acceptance criteria: The program should be able to detect when your money goes negative and set your money back to 0, then hand out an effect that either works as a Loan or Bankruptcy or another punishment (like setting you back to the start of the board) |
| Acceptance test (exact description): Start game, set settings, get a player to reach 0 balance and lose money. |

### Branching tiles on the board

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| As a player |
| I want to be able to choose where I go at certain points on the board |
| So that I have more agency as a player, which makes it more fun to play. |
| Acceptance criteria: At least one tile should have two possible tiles it can also go to. It should then be possible for the player to choose which way they wish to go. Optionally, two tiles should also be able to converge onto one tile. |
| Acceptance test (exact description): Start game, set settings, roll die, move to a branching path, choose direction. Optionally, also move to a converging path. There should be no errors. |

### Being able to buy bonuses with money

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| As a player |
| I want to be able to buy bonusses in the game with the money I have |
| So that my money can be spend usefully |
| Acceptance criteria: Each player has money, there are bonus items |
| Acceptance test (exact description): When it is my turn, I am able to click a button, which says “buy bonus”, I can select a bonus, when I buy it my money decreases, and my bonus is implemented |

### Add Background to Board panel

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| As a player |
| I want to look at a beautiful board |
| So that I don’t hurl |
| Acceptance criteria: The background of the board should be covered by a png of something thematically fitting with the game |
| Acceptance test (exact description): Start application, set settings, look at board. It should have a background image. |