# Group A: Game of Strife

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

Points in total week 4:

Assigned 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.

### Get Income

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| As a player |
| I want to be able to get income at the start of my turn |
| So that my resources increase and I can use these resources to take actions during my turn. |
| Acceptance criteria:  At the start of a player's turn, their resources increase automatically by their current income amount. The income is added only once per turn and only at the start. If a player’s income value changes (e.g., due to upgrades or penalties), the new income amount is used on the next turn. |
| Acceptance test (exact description):  When a players turn begins, the player's resources automatically increase by their current income.  When a player’s income has changed, at their next turn the updated income is added to their resources.  When the player has to take any other action during their turn (such as rerolling or drawing a card that makes them move), their income is not added again. |

### Extended path

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| As a player |
| I want to be able to understand the direction of the path trough the board its visuals |
| So that my understanding of the path is sufficient to make orientation decisions |
| Acceptance criteria:  Paths overlay over important objects on the board. Players are informed about their location and are able to orientate and make decisions based on their locations. Based |
| Acceptance test (exact description):  Tiles of the path align properly with major objects on the board. |

### Player names and countries are chosen and displayed

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| As a player |
| I want to be able to choose a country and see which country I am during the game |
| So that I know which player (country) has which resources and position, this way I can compare my resources and position with those of other players. |
| Acceptance criteria:  When the game is started, each player is able to choose a country from the dropdown menu. The name of the country the player has chosen is visible for each player during the game. |
| Acceptance test (exact description):  When a player starts the game, a starting window appears. In this window each player can select a country from the list.  When the players start to play the game and the board is visible, the country name of each player is visible. |

### Finishing the game

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| As a player |
| I want to be able to finish the game |
| So that I can win/lose the game and stop playing the game |
| Acceptance criteria:  When one of the players have collected all victory points, they win the game and the game is finished. All players should not be able to roll the die anymore when the game is finished, and a pop-up window should appear that states the winner and losers. On this window there are 2 buttons to either close the game or restart the game. |
| Acceptance test (exact description):  When a new game is started, and one player has collected all victory points, the game is finished.  This means that all players are no longer able to roll the die, as the die button is disabled. A pop-up window appears that indicates which player has won and which players have lost. There are 2 buttons on the pop-up window: “close game” and “restart game”. |

### Buying victory points

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| As a player |
| I want to be able to buy victory points on specific tiles that stop the player |
| So that I can win the game by being the first player to have bought all victory points |
| Acceptance criteria:  The path has a specific tile on which players can buy victory points with their respective budgets. These tiles stop the player from moving to the next tile, so they can decide to buy a victory point. The victory points can only be bought if the player’s budget is high enough. The cost of the victory point should be deducted from the player’s budget and the victory point should be added to the total number of victory points of the player. A specific number of victory points is necessary to win the game (this number can be set in the settings).  The “victory point tile” is placed towards the end of the board. When a player lands on a victory tile and buys a victory point, the tile will move to a different position (which should also be towards the end of the board). The player is then transported to the starting tile of the board. When the player does not buy a victory point, the tile is not moved to a different position and the player can continue moving with its remaining steps. |
| Acceptance test (exact description):  When a player lands on a tile that allows buying victory points, a pop-up window appears telling the player that they can(not) buy a victory point. When the player has not enough money, the pop-up window tells the player that they have insufficient money. When the player has enough money to buy a victory point, a pop-up window with 2 buttons shows: “Buy victory point” or “Do not buy victory point”. The player can choose one of these buttons to continue the game.  When the player chooses to buy a victory point, the cost of the victory point is deducted from the player’s budget, the player is transported to the starting tile, and the victory point tile is moved to another position.  When the player chooses not to buy a victory point, the victory point tile is not moved and the player can finish moving depending on their remaining steps.  The game tracks the number of victory points. When the required number of victory points (set at the beginning of the game) is reached by one of the players, the game ends and that player wins. |

## Open user stories from week 3

### 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. |