Sprint Plan #3

Game: 2048
Group: 21

User Story	Task	Assigned to	Estimated effort
Assignment 1	1.1	Paul & Arthur	Easy
	1.2	Paul & Arthur	Easy
	1.3	Paul & Arthur	Easy
	1.4	Paul & Arthur	Easy
Assignment 2	2.1	Arthur	Easy
	2.2	Arthur	Easy
	2.3	Arthur & Paul	Difficult
User story 1	1.1	Jente	Medium
	1.2	Jente	Medium
User story 2	2.1	Jochem	Medium
	2.2	Jochem	Medium
	2.3	Piet & Jente	Difficult
	2.4	Piet & Jente	Difficult
	2.5	Piet & Jente	Difficult
User story 3	3.1	Jochem	Medium
	3.2	Jochem	Medium
	3.3	Jochem	Medium
User story 4	4.1	Piet & Jente	Difficult

User stories

User story 1: start the game

As a player,
 I want to start the game
 and choose between single- and multiplayer,
so that I can play how I want.

Scenario 1.1: single player
Given the user has launched the game,
When the user presses the singleplayer button,
Then the singleplayer game should start.

Scenario 1.2: multiplayer
Given the user has launched the game,
When the user presses the multiplayer button,
Then the multiplayer game should start.

User story 2: start multiplayer

As a player,

I want to play multiplayer,
so I can play versus my friend.

Scenario 2.1: entering IP address
Given the user wants to start a multiplayer game,
When connection is to be made,
Then the connecting user should enter the IP address of another user.
   and the game should try to connect.

Scenario 2.2: listing IP addresses
Given the user has started a multiplayer game,
When a connection is to be made,
Then the user being connected to should be able to see his IP address.

Scenario 2.3: connecting
Given the user wants to start a multiplayer game,
When the connection is to be made,
Then the user being connected to should see a "Connecting..." message,
   and the game should try to connect.

Scenario 2.4: cannot connect
Given the user has started a multiplayer game,
When a connection cannot be made,
Then the user should be notified
   and the game should return to the menu.

Scenario 2.5: can connect
Given the user has started a multiplayer game,
When a connection can be made,
Then the game should start.

User story 3: playing multiplayer

As a player,
   I want to move my tiles around,
so I can get a 2048 tile.

Scenario 3.1: player gets 2048
Given the user is playing a multiplayer game,
When the user gets to a 2048 tile first,
Then the user has won
   and the user should be notified
   and the game should end
   and both players should return to the main menu.

Scenario 3.2: opponent gets 2048
Given the user is playing a multiplayer game,
When the opponent gets to a 2048 tile first,
Then the user has lost
   and the user should be notified
   and the game should end
   and both players should return to the main menu.

Scenario 3.3: both players get 2048
Given the user is playing a multiplayer game,
When the players both get to a 2048 tile simultaneously,
Then it is a draw

and the user should be notified
and the game should end
and both players should return to the main menu.

User story 4: connection drops

As a player,
  I want to stay connected
so I can play against my opponent.

Scenario 4.1: connection drops
Given the user is playing a multiplayer game,
When the connection drops,
Then the user should be notified
  and the game should end
  and both players should return to the main menu.