**1. Game Setup and Visual Design**

* **Player Stories**:
  + As a player, I want to see a visually clear gameboard with a starry galaxy theme so that I can feel immersed in the setting.
  + As a player, I want to control either the red spaceships or the blue spaceships so that I have a distinct identity from that of my opponent.
  + As a player, I want to control seven game pieces so that I feel like I have variety and quantity of my tiered gaming pieces.
  + As a player, I want my pieces to be positioned in a starting zone near the first space of my path of movement so that I can clearly see where my pieces begin.
* **Developer/Artist Stories**:
  + As a developer, I want to create a gameboard resembling the original design of The Royal Game of Ur so that the game plays similar to the original while holding a unique and distinct aesthetic and playstyle.
  + As an artist, I want to design each board space as a planet image, with the exception of the rosette spaces on the original gameboard, which will have a star image so that it can be visually recognized as a “reroll” space.
  + ***OPTIONAL (Not included in original design, but could be a good feature to implement):*** As an artist, I want to design each board space as a different planet image, with the exception of the rosette spaces on the original gameboard, which will have a star image so that each space has a distinct feeling of a different planet within a solar system.
  + As a developer, I want to create starting and goal zones off the board so that the starting and ending positions of the distinct movement paths are clear to each player.
  + As a developer, I want to create distinct tiered spaceships so that the player has variety in game pieces.
  + As an artist, I want to design distinct wormholes in front of the goal zone for each player so that players can feel immersed in the theme/name of the game.
  + As an artist, I want to design distinctly colored spaceships so that players can easily identify their pieces.
  + As an artist, I want to design a background image that resembles a starry galaxy so that players can feel immersed into the game.
  + ***OPTIONAL (Not included in original design, but could be a good feature to implement):*** As an artist, I want to design distinct sprites for spaceships (in design not color) so that players can easily identify their pieces.

**2. Die Rolling and Gameplay Mechanics**

* **Player Stories**:
  + As a player, I want to roll a die with face values between 1 and 6, with each value having a certain chance of being rolled so that I know how many spaces I can move.
  + As a player, I want to move a certain number of spaces mapped to each face value (1-3 spaces) so that the game does not end too quickly with high face value rolls but still having the ability to move on every turn.
  + As a player, I want to decide whether to add a new piece to the board or move an existing one so that I have strategic choices.
* **Developer/Artist Stories**:
  + As a developer, I want to implement a six-sided die that produces values between 1 and 3 so that the game takes an appropriate amount of time to play and allows players to move on every turn.
  + As a developer, I want to update the gameboard based on each die roll so that the state of the game is properly maintained from one turn to the next.
  + As a developer, I want to create logic to allow a player to choose which piece to move so that the player has a choice and can strategize for piece movement.

**3. Piece Movement and Capture Rules**

* **Player Stories**:
  + As a player, I want to know where each piece can move based on the die roll so that I can plan my strategy accordingly.
  + As a player, I want my pieces to move only if their target space is unoccupied or occupied by an opponent’s piece so that I understand the moveability rules.
  + As a player, I want my pieces to be tiered from 1-3 so that I can strategize how I will move and engage my pieces with my opponent for the best advantage.
  + As a player, I want to battle my opponent’s pieces when I land on an occupied space and want to capture their piece so that both my opponent and I have a chance to win that space and not lose our piece automatically.
  + As a player, I want captured pieces to be sent back to the opponent’s starting zone so that I know they must start over.
  + As a player, I want to roll again if I successfully move a piece onto a star space so that I feel a sense of reward for making strategic decisions (and for getting a stroke of good luck).
* **Developer/Artist Stories**:
  + As a developer, I want each piece to recognize its target space based on the die roll so that the program logic can accurately determine moveability and capture rules.
  + As a developer, I want to program each piece to recognize unoccupied spaces, opponent-occupied spaces, and reroll spaces so that the game correctly enforces moveability rules.
  + As a developer, I want pieces to return to their starting zones when captured so that the program logic enforces the rule that captured pieces must restart.
  + As a developer, I want pieces to battle for an occupied space so that the program logic enforces the rule that pieces must battle to remain on a contested space.
  + As a developer, I want pieces to be prevented from moving into spaces occupied by another of the same player’s pieces so that the rules pertaining to movement restrictions are enforced.
  + As a developer, I want create a system that allows rolling a die to determine the winner of a battle so that it is clear to the player who won the battle.

**4. Turn Management and Win Condition**

* **Player Stories**:
  + As a player, I want to move a piece into the goal zone only if my die roll exactly matches the number of spaces remaining so that I understand the challenge of getting pieces off the board.
  + As a player, I want to be notified when all my pieces are in the goal zone so that I know that I’ve won.
  + As a player, I want the game to display a message declaring the winner so that the game has a satisfying and unambiguous ending.
  + As a player, I want my opponent to lose when I capture their tier 3 piece so that I can strategize different ways to win and have to protect my tier 3 piece.
  + ***OPTIONAL (Not included in original design, but could be a good feature to implement):*** As a player, I want an option to start a new game after the game ends so that I can play again if I want.
* **Developer/Artist Stories**:
  + As a developer, I want to track whose turn it is so that the game can alternate play automatically.
  + As a developer, I want the game to check after each turn if a player has moved all their pieces to the goal zone so that the program logic can identify one of the win conditions.
  + As a developer, I want the game to check after each turn if a player has lost a battle with their tier 3 piece so that the program logic can identify one of the win conditions.
  + ***OPTIONAL (Not included in original design, but could be a good feature to implement):*** As a developer, I want to display a win message and provide a reset button so that players can be allowed to start a new game when the game ends.

**5. User Interface and Feedback**

* **Player Stories**:
  + As a player, I want to see the current die roll value and to know which pieces are moveable so that I know what options I have during my turn.
  + As a player, I want to know when a piece lands on a reroll space so that I understand when I can roll again.
* **Developer/Artist Stories**:
  + As a developer, I want to display the current die roll value and indicate which pieces are moveable so that players understand their play options for each turn.
  + As a developer, I want to notify players when they have landed on a reroll space (e.g. visual and audio cue) so that the player is aware of that they may roll again.

**6. *OPTIONAL (Not included in original design):* Sound and Visual Effects for Enhanced User Experience**

* **Player Stories**:
  + As a player, I want to hear music that reminds me of 8-bit space games in the background and sound effects for rolling the die or thruster sounds when moving the pieces so that I feel more immersed in the game.
  + As a player, I want to see my spaceship moving from its space to a target space with an animation so that I feel more immersed in the game.
* **Developer/Artist Stories**:
  + As a developer, I want to add a 8-bit song that fits with the space theme and sound effects for actions like rolling the die and moving pieces so that the players experience an enhanced sense of immersion.
  + As a developer, I want to create simple animations for a spaceship sprite moving from space to space so that the experience feels more immersed.