Project Sprint #1

In this assignment, you aim to specify the requirements (i.e., user stories and acceptance criteria) of the target software that allows a human player to play a simple or general SOS game against a human opponent. These requirements will be fully implemented by the end of sprint 3. The minimum features include **choosing the board size, choosing the game mode (simple or general)**, **starting a new game**, **making a move (in a simple or general game)**, **determining if a simple or general game is over**. The following is a sample GUI layout.

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	8	
Blue player S O		Red player S O
	Current turn: blue (or red)	New Game New Game

Figure 1. Sample GUI layout of the first working program by the end of Sprint 3

Use the following tables to document your user stories and acceptance criteria.

- **User Stories (3 points)**

- **User Story Template**: As a <role>, I want <goal> [so that <benefit>]

ID	User Story Name	User Story Description	Priority	Estimated effort (hours)
1	Choose a board size			
2	Choose the game mode of a chosen board			
3	Start a new game of the chosen board size and game mode			
4	Make a move in a simple game			
5	A simple game is over			
6	Make a move in a general game			
7	A general game is over			

- **Acceptance Criteria (AC) (12 points): Add/delete rows as needed.**

User Story ID and Name	AC ID	Description of Acceptance Criterion	Status (completed, toDo, inPprogress)
1. Choose a board size	1.1	AC 1.1 <scenario description> Given When Then	
	1.2	AC 1.2 <scenario description> Given When Then	
	…		
2. Choose the game mode of a chosen board	2.1	AC 2.1 <scenario description> Given When Then	
	…		
…			