

Sprint 1

User Stories

ID	User Story Name	User Story Description	Priority	Estimated Effort(Hours)
1	Choose a board size	As a player, i want to choose a n*n board so that i can play whatever size board	Low	1
2	Choose the game mode of a chosen board	As a player, i want to choose between general and simple game mode so i can play with different rules	MID	1
3	Start a new game of the chosen board size and game mode	As a player, I want to click start with the chosen game board size and mode so i can play the game	HIGH	2
4	Make a move in a simple game	As a player, I want to be able to place an S or O, on an empty space so i can spell out SOS and win	HIGH	4
5	A simple game is over	As a player, I want the game to end after SOS is spelled out, so I can see who won	HIGH	4
6	Make a move in a general game	As a player, I want to be able to place an S or O on the board in the general game mode so I can attempt to form multiple SOS sequences and increase my score.	High	4
7	A general game is over	As a player, I want the general game to end when all spaces are filled, so the total number of SOS sequences can be counted and the winner can be determined.	High	4

User Story ID and Name	AC ID	Description of acceptance criteria	Status (completed,toDo, inProgress)
Choose a board size	1.1	AC 1.1 Show board size selection Given the start screen is visible When the player selects board size Then the UI must show that it has accepted the input	To do
	1.2	AC 1.2 Create grid with size n Given the player has input the size of the the board When a new game starts Then a board the size n*n will show with empty squares	
Choose the game mode of a chosen board	2.1	AC 2.1 Show buttons for modes Given the start screen is visible When the player selects the game mode Then the game mode selected is the only one applied	To do
	2.2	AC 2.2 general game is chosen Given player chose general game mode When a new game starts Then the rules for general games are applied	
	2.3	AC 2.3 Simple game is chosen Given player chose simple game mode When a new game starts Then the rules for general games are applied	
Start a new game of the chosen board and game mode	3.1	AC 3.1 New game Given the input for board size and game mode When the player clicks play game Then the board shows up with all empty squares and correct size and rules	To do

Make a move in a simple game	4.1	AC 4.1 Valid selection Given its the players turn in simple mode When the player selects an empty square Then the correct symbol 'S' or 'O' will appear where selected	To do
	4.2	AC 4.2 Invalid selection Given its the players turn in simple mode When the player selects an occupied square Then the UI will show that it can not place a symbol there and wait for valid input	
A simple game is over	5.1	AC 5.1 Winner Given a simple game as started When a move spells out "SOS" Then the game ends and UI announces winner	To do
	5.2	AC 5.2 TIE Given a simple game has started When all sqaures are filled with no "SOS" spelled out Then the game ends and UI announces a TIE	
Make a move in a general game	6.1	AC 6.1 Valid input Given it is the player's turn in general mode When the player selects an empty square and places an S or O Then the symbol appears, and the system checks for any new SOS sequences, updating the score if found.	To do
	6.2	AC 6.2 Invalid input Given it is the player's turn in general mode When the player selects an occupied square Then the UI shows that the move is invalid and waits for valid input.	
A general game is over	7.1	7.1 Winner Given a general game has started When all squares are filled and one player has more SOS sequences than the other Then the game ends and the UI announces the player with the highest score as the winner.	To do
	7.2	7.2 Tie Given a general game has started When all squares are filled and both players have the same number of SOS sequences Then the game ends and the UI announces a TIE.	

ChatGPT Screenshots/Description

User Stories				
ID	User Story Name	User Story Description	Priority	Estimated Effort(Hours)
1	Choose a board size	As a player, I want to choose a n*m board so that I can play whatever size board	Low	
2	Choose the game mode of a chosen board	As a player, I want to choose between general and simple game mode so I can play with different rules.	MID	
3	Start a new game of the chosen board size and game mode	As a player, I want to click start with the chosen game board size and mode so I can play the game.	HIGH	
4	Make a move in a simple game	As a player, I want to be able to place an S or O on an empty space so I can spell out SOS and win.	HIGH	
5	A simple game is over	As a player, I want the game to end after SOS is spelled out, so I can see who won.	HIGH	
6	Make a move in a general game			
7	A general game is over			


please complete the user story for the last 2

Here's the completed version of the last two user stories in your table:

ID 6 – Make a move in a general game

- **User Story Description:** As a player, I want to be able to place an S or O on the board in the general game mode so I can attempt to form multiple SOS sequences and increase my score.
- **Priority:** HIGH
- **Estimated Effort (Hours):** 4

ID 7 – A general game is over

- **User Story Description:** As a player, I want the general game to end when all spaces are filled, so the total number of SOS sequences can be counted  the winner can be determined.
- **Priority:** HIGH

ID 7 – A general game is over

- **User Story Description:** As a player, I want the general game to end when all spaces are filled, so the total number of SOS sequences can be counted and the winner can be determined.
- **Priority:** HIGH
- **Estimated Effort (Hours):** 3

Would you like me to also suggest estimated effort hours for all the stories (1–5) so the whole table is consistent and ready for sprint planning?

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Choose the game mode of a chosen board	1.1	AC 1.1: The user selects the "new game" mode. Given the user selects the "new game" mode. When the user selects the "new game" mode. Then the game mode selected is the only one applied. AC 1.2: The game is started. Given the user selects the "new game" mode. When the user selects the "new game" mode. Then the game is started.	
	2.1	AC 2.1: The user selects the "game mode" mode. Given the user selects the "game mode" mode. When the user selects the "game mode" mode. Then the game mode selected is the only one applied. AC 2.2: The game is started. Given the user selects the "game mode" mode. When the user selects the "game mode" mode. Then the game is started.	
	3.1	AC 3.1: The user selects the "game mode" mode. Given the user selects the "game mode" mode. When the user selects the "game mode" mode. Then the game mode selected is the only one applied. AC 3.2: The game is started. Given the user selects the "game mode" mode. When the user selects the "game mode" mode. Then the game is started.	
Start a new game of the chosen board and game mode	3.1	AC 3.1: The user selects the "game mode" mode. Given the user selects the "game mode" mode. When the user selects the "game mode" mode. Then the game mode selected is the only one applied. AC 3.2: The game is started. Given the user selects the "game mode" mode. When the user selects the "game mode" mode. Then the game is started.	
Make a move in a simple game	4.1	AC 4.1: The user selects the "make a move" mode. Given the user selects the "make a move" mode. When the user selects the "make a move" mode. Then the move selected is the only one applied. AC 4.2: The game is started. Given the user selects the "make a move" mode. When the user selects the "make a move" mode. Then the game is started.	
	4.2	AC 4.2: The user selects the "make a move" mode. Given the user selects the "make a move" mode. When the user selects the "make a move" mode. Then the move selected is the only one applied. AC 4.3: The game is started. Given the user selects the "make a move" mode. When the user selects the "make a move" mode. Then the game is started.	
A simple game is over	5.1	AC 5.1: The user selects the "game mode" mode. Given the user selects the "game mode" mode. When the user selects the "game mode" mode. Then the game mode selected is the only one applied. AC 5.2: The game is started. Given the user selects the "game mode" mode. When the user selects the "game mode" mode. Then the game is started.	
Make a move in a general game	6.1	AC 6.1: The user selects the "make a move" mode. Given the user selects the "make a move" mode. When the user selects the "make a move" mode. Then the move selected is the only one applied. AC 6.2: The game is started. Given the user selects the "make a move" mode. When the user selects the "make a move" mode. Then the game is started.	
A general game is over	7.1	AC 7.1: The user selects the "game mode" mode. Given the user selects the "game mode" mode. When the user selects the "game mode" mode. Then the game mode selected is the only one applied. AC 7.2: The game is started. Given the user selects the "game mode" mode. When the user selects the "game mode" mode. Then the game is started.	

can you do the same thing but this time for acceptance criteria

Perfect — I see you already have acceptance criteria (AC) written out for user stories 2–5 in the screenshot. Let's add acceptance criteria for the last two user stories ("Make a move in a general game" and "A general game is over") in the same style.

ID 6 – Make a move in a general game

- **AC 6.1 Valid selection**

Given it is the player's turn in general mode

When the player selects an empty square and places an **S** or **O**

Then the symbol appears, and the system checks for any new SOS sequences, updating the score if found.

- **AC 6.2 Invalid selection**

Given it is the player's turn in general mode

When the player selects an occupied square

Then the UI shows that the move is invalid and waits for valid input.

ID 7 – A general game is over

- **AC 7.1 Winner**

Given a general game has started

When all squares are filled and one player has more SOS sequences than the other

Then the game ends and the UI announces the player with the highest score as the winner.

- **AC 7.2 Tie**

Given a general game has started

When all squares are filled and both players have the same number of SOS sequences

Then the game ends and the UI announces a TIE.

Description:

I don't believe there were any errors with what ChatGPT gave me. Probably because it was able to see what I had done first and stuck to that format.