# Sprint 1

### **User Stories**

ID	User Story Name	User Story	Priority	Estimated
		Description		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 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	NA/leas the circles and other has a size		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 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 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	To do
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

	1	<u> </u>	
Make a maya in	4.1	AC 4.1 Valid selection	To do
		Given its the players turn in simple mode	
a simple game		When the player selects an empty square	
		Then the correct symbol 'S' or 'O' will appear where	
	4.0	selected	-
	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	
	5.1	AC 5.1 Winner	To do
A simple game	3.1	Given a simple game as started	10 00
		When a move spells out "SOS"	
is over		Then the game ends and UI announces winner	
	5.2	AC 5.2 TIE	1
	0.2	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	
	6.1	AC 6.1 Valid input	To do
Make a move in		Given it is the player's turn in general mode	
a general game		When the player selects an empty square and places	
a general game		an S or O	
		Then the symbol appears, and the system checks for	
		any new SOS sequences, updating the score if found.	
	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	
	7.4	for valid input.	 
A gonoral game	7.1	7.1 Winner	To do
A general game		Given a general game has started	
is over		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.	
	7.2	7.2 Tie	1
	' .2	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.	
	1		!

## **ChatGPT Screenshots/Description**



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

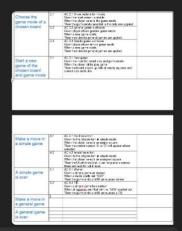
- User Story Description: As a player, I want the general game to end when all spaces are filled, so the
  total number of SOS sequences can be counted the winner can be determined.
- Priority: HIGH

#### 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?





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 dont 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.