StoryCards

G38: Jasmin, Lydia, André;
Prio = 0 Min till 5 Max, expenditure = 1 ≙ 1 h

1.Iteration

Name	Prio	Risk	Details	Expendit.	Acceptance crit.
1.1 ChessBoard	5	High	As a player I want to see a Chessboard	2-3	See Chessboard
1.2 Start Game	5	Mid	As a player I want to see the Board with all Figures on it at the right place.	1-2	Board with Pieces but wrong places
1.3 Able to move a figure with a command	4	High	As a player I want to be able to put in a command. And the figure moves. An invalid move can lead to an error	2-3	Valid input but the figure doesn't move correct
1.4 Only moves with valid input are allowed	1	Low	As a player I want to be notified when the move is not valid	1	Move declared as not valid but no notification
1.5 Figures move only on empty Cells	4	High	As a player I want to be able to move the Figure on an empty cell		Figure moves correctly
1.6 Pawns are only allowed to move one forward. Accept the first move	4	High	As a player I want to be able to move the Pawn legal	1-2	Pawn moves just one forward
1.7 Knights are only allowed to move like an L	4	High	As a player I want to be able to move the Knight legal	1-2	Knight moves like an L
1.8 Rooks are only allowed to move Horizontal Vertical	4	High	As a player I want to be able to move the Rook legal	1-2	Rook moves Horizontal Vertical
1.9 Bishops are only allowed to move Diagonal	4	High	As a player I want to be able to move the Bishop legal	1-2	Bishop moves diagonal
1.10 Queens are only allowed to move Diagonal, Horizontal, Vertical	4	High	As a player I want to be able to move the Queen legal	1-2	Queen moves Diagonal, Horizontal, Vertical
1.11 Kings are only allowed to move one Cell in every direction	4	High	As a player I want to be able to move the King legal	1-2	Kings moves one Cell in every direction
1.12 Figures are only allowed to move to unblocked Cells	4	High	As a player I want to be able to move all Figures legal	4-5	Figures move legal
1.13 Beat only Enemies	5	High	As a player I want to beat the Figures from the Enemy	2-3	Possible to beat Figures
1.14 Pawn beats Diagonal	2	Low	As a player I want to beat with a Pawn	1-2	Pawn beats enemy

1.15 Command Beaten	1	Low	As a player I want to see all the beaten Figures with the Command 'Beaten'	1	Possible to make the Command
1.16 Check	5	High	As a player I want to be notified when I am in check	4-5	Possible to be in check
1.17 Rochade	2	Low	As a player I want to be able to do the Rochade	2-3	King makes a Rochade
1.18 En passant	2	Low	As a player I want to be able to do the En passant	1-2	Pawn moves diagonally and beats the other Figure
1.19 CheckMate	5	High	As a player I want to be able to win the Game	4-5	Game won but no notification
1.20 Remi	3	Low	The Game can end in a Remi	3-4	No one wins
1.21 Game end	2	Low	As a player I want to get notified when the game ends	1	No notification

2.Iteration

Name	Prio	Risk	Details	Expendit.	Acceptance crit.
2.1 2D GUI	3	Mid	As a player I want to see a 2D board with all the figures in a 2D-GUI.	20-30	Solve requirements (12pkt)
2.1.1 Board	3	Mid	Design Board	*	Beautiful
2.1.2 Sprites	3	Mid	Design Minions	*	Beautiful
2.1.3 Frames	3	Mid	Framecoding	*	Error-Free
2.2 Turn Suggestion	0	Low	As a player I want to have the option to enable the legal turns suggestion.	4-6	Manuals
2.2.1 Graphics	0	Low	Graphical Design	*	Beautiful
2.2.2 Coding	0	Low	Graphical Design	*	Error-Free
2.3 Easy-KI (EZ Ki)	3	Mid	As a player I want to be able to play against a simple artificial intelligence.	16-20	Error-free
2.3.1 Brainstorming	3	Mid	How to compare turns	*	Meeting
2.3.2 Turn Compare	3	Mid	Coding Compare turns	*	Error-Free
2.4 Flexible Minions	2	Mid	As a player I want to be able to change which piece I want to play even after I touched one.	2-4	Error-free
2.4.1 Is that so?	2	Mid	~	*	Error-Free
2.5 Change Color	1	Low	As a player playing against the Computer. I want to be able to choose the color I want to play.	1-3	Error-free
2.5.1 Black & White	1	Low	Changing Colour	*	Error-Free

3.Iteration

Name	Prio	Risk	Details	Expendit.	Acceptance crit.
3.1 LAN Mode	3	Mid	As a player I want to be able to play against other humans sitting at a different computer via LAN connection.	10-14	Error-free connection to g37's game

4. Optional (we have not decided yet which feature to implement in third iteration)

Name	Prio	Risk	Details	Expendit.	Acceptance crit.
4.1 Resizable (1)	n/a	n/a	Resizable GUI	n/a	Error-free
4.2 clock (2)	n/a	n/a	Expiring clock	n/a	Error-free
4.3 Dual Lang. (2)	n/a	n/a	Optional languages	n/a	Error-free
4.4 Save/Load (3)	n/a	n/a	Save coords/turn	n/a	Error-free
4.5 Undo (3)	n/a	n/a	Undo turn, save history	n/a	Error-free
4.6 3D-GUI (5)	n/a	n/a	3D optic, spin board	n/a	Error-free
4.7 Hard-Ki (5)	n/a	n/a	α/β-Pruning	n/a	Error-free
4.6 Debug	5	Low	Solve bugs; optimize	n/a	Error-free