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 Prog. Start	5	High	As a player I want to start the game with the command --no-gui.	4-6	Should start
1.2 Cfg. Change	3	Mid	As a player I want to change the configurations with a command in the terminal to choose if I am alerted when I am in check or not.	3-6	Manuals
1.3 Game modification	1	Low	As a player I want to see an output where I later can choose if I play against a human or robot.	1-2	Output msg
1.4 Start Game	5	High	As a player I want to start the game with a command and get a checkers board with all figures displayed in the terminal.	8-12	Load board
1.5 Board View	1	Mid	As a player I want to change the view of the board with a command at all times.	4-6	Change view
1.6 Defeated Minions	1	Low	As a player I want to get all beaten figures as an output on the console with the command 'beaten'.	5-8	Print/Show defeated
1.7 Turn	4	High	As a player I want to only be able to make legal moves and be reminded with a console output if I attempted an illegal move.	6-12	Manuals
1.8 Game Over	4	High	As a player I want to be able to win or lose.	6-14	Manuals
1.9 End-Game	0	Low	As a player I want to be able to end the game at all times.	2	Safe terminating game
1.10 Debug	5	Low	As a developer I want to have bug free code.	10-16	Error-free

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)
2.2 Turn Suggestion	0	Low	As a player I want to have the option to enable the legal turns suggestion.	4-6	Manuals
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
2.4 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
2.5 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
2.6 Debug	5	Low	As a developer I want to have bug free code.	18-24	Loss-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
3.2 Debug	5	Low	As a developer I want to have bug free code.	n/a	Loss-free

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