

Sprint 1 - User Stories

Team NOSS

CL_Tuesday04pm_Team115

Gameboard & Movement

1. As a **player**, I want all possible moves to be clearly highlighted, and all immediate consequences outlined, so that I don't get frustrated about committing to decisions without understanding what they do, or missing better choices.
 - **I:** Move highlighting exists independent of all other features.
 - **N:** exact mechanics such as restrictions of placement can be discussed and refined later.
 - **V:** This feature increases player agency, and allows them to form unique strategies.
 - **E:** The size of the story is quite small, so there shouldn't be too much effort required.
 - **S:** This focuses on a small aspect of the game, and can be implemented quickly. This feature would take a day or less to implement.
 - **T:** This feature can be tested by comparing our implementation with the original rulebook of the game.
2. As a player, I want the entire game board to be easy to understand from a glance, so that I can quickly evaluate the entire board state and make more educated and strategic decisions.
 - **I:** Clarity of the board should be independent of all other details in the game.
 - **N:** Aspects that the player find more / less cluttered should be discussed.
 - **V:** Making the board more clear and concise can reduce the players feeling overwhelmed, and as such improve the emotional sensation they have with it.
 - **E:** Minimal effort required for implementation if spacing and modeling of the board is considered from the beginning.
 - **S:** Extent of implementation is constrained to the perspective and design of the board.
 - **T:** Quick glimpses of complex board states can be used to see if the player can quickly retain key and important information like worker positions and tower heights .
3. As an experienced player, I want complex and niche interactions between various different gods to be accurate to the expected behaviour found in the

board game, so that I have a correct understanding of the game mechanics to inform my decisions.

- I: Interactions between gods are independent of other features.
 - N: Aspects of the game that feel absent or missing for experienced players can be discovered via discussion.
 - V: In order to retain new players and bring in experienced players, we need to ensure they don't feel like they're receiving a lesser experience.
 - E: Effort needed to discover unexpected interactions and to work them into the game logic.
 - S: Extent of implementation is limited to specific characters implemented so far.
 - T: Game logic and niche interactions can be compared with deep of expected board game behaviour.
4. As a player I want to be able to set my worker's positions on whichever square of the board I choose at the beginning of the game, build strategies around the pieces I start with.
- I: This feature is self contained and does not rely on any other features to function
 - N: Exact mechanics such as restrictions of placement can be discussed and refined later.
 - V: This feature increases player agency, and allows them to form unique strategies.
 - E: The size of the story is quite small, so there shouldn't be too much effort required.
 - S: This focuses on a small aspect of the game, and can be implemented quickly. This feature would take a day or less to implement.
 - T: This feature can be tested by comparing our implementation with the original rulebook of the game.
5. As a player I want the game to prevent illegal builds, so that I can be sure that the building structure will align with the game's rules.
- I: This feature is independent of the other features.
 - N: Specifics such as building limitations and turn rules can be discussed later.
 - V: Ensures that the game is being played fairly.
 - E: The size of the story only refers to building, so that the effort required can be estimated.
 - S: This story is specific to building, therefore it should be able to be implemented within a sprint.
 - T: We can compare the illegal moves that are invalid in our version, to the original rulebook.
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6. As a player I want to ensure that I can move a player adjacent to its initial position before building adjacent to its end position unless otherwise specified by a god card. This is so that I'm able to adhere to the core rules of the game.
 - I: This feature is independent of the other features in the game
 - N: Specific UI implementations of how the movement is displayed is negotiable.
 - V: Is a core gameplay requirement.
 - E: The story only related to movement and building so is estimatable.
 - S: Focusses on a small and specific aspect of the game.
 - T: Testable by creating dummy characters.
7. As a player I want the option to undo my moves in case I make a mistake so that I am able to play the game to the best of my ability.
 - I: Is limited to the movement portion of the game
 - N: Limitations on the number of undos can be set
 - V: Vastly improves the experience of the game for players
 - E: Undo stack logic is estimable
 - S: Only affects a single turn
 - T: Revert the board state and compare
8. As a player, I want to ensure that buildings are built following a hierarchical structure so that I am able to play the game properly.
 - I: Independent from other features
 - N: Negotiable in its design and implementation
 - V: Is a core gameplay mechanic
 - E: small enough to estimate
 - S: Affects a single tile
 - T: Testable by doing test builds.
9. As a player with the Artemis god card, I want the option to move my player one additional move (2 moves in total) so that I can fully utilise my god power.
 - I: Independent from other features and unique to the Artemis God card
 - N: Negotiable in its design and implementation
 - V: Is a core gameplay mechanic
 - E: small enough to estimate
 - S: Affects only one player
 - T: Testable by doing test builds.
10. As a player with the Atlas god card, I want the option to build a dome at any level of a building so that I can play strategically with my chosen god power.
 - I: Independent from other features and unique to only the Atlas God card
 - N: Negotiable in its design and implementation
 - V: Is a core gameplay mechanic with god cards

- E: small enough to estimate
 - S: Affects a single tile with a building
 - T: Testable by doing test builds.
11. As a player I want to be able to win my game once I move my worker to the third floor so that I am able to win the game.
- I: Independent as it refers only to winning the game
 - N: Negotiable in its design and implementation
 - V: Is a core gameplay mechanic
 - E: small enough to estimate
 - S: Affects only a single tile/ building
 - T: Testable by doing test builds.
12. As a player I want the game to follow a turn based game system, so that the game follows a clear structure and order in a way that is fair.
- I: Independent as it refers only to winning the game
 - N: Negotiable in its design and implementation
 - V: Is a core gameplay mechanic
 - E: small enough to estimate
 - S: Affects only a single tile/ building
 - T: Testable by doing test builds.
13. As a new and inexperienced player I want access to a rule book and glossary of terms so that I can understand the game play and answer any questions I may have during the game.
- I: Independent from the game play and referred to a text based prompt
 - N: Negotiable in its design and implementation
 - V: Important as the game can be complex
 - E: Small effort as it's implementing a page with rules
 - S: Affects only the page holding the rules
 - T: Testable by doing test builds.
14. As a player, I want the game to prevent my opponent(s) from building using an incorrect block/dome shape so that the gameplay mechanisms are legitimately followed.
- I: Ensuring the correct building block is selected to build on a certain space is independent of other features
 - N: Regulations on block type placement can be modified to include new block types
 - V: Ensures fair gameplay is enforced according to the rules
 - E: Effort is fairly simple, action validations need to be implemented for the build action
 - S: Can be implemented in 2 days within a sprint

- T: Test by attempting to build with a wrong block type (e.g. building a dome on top of a lvl1 block) and ensure the game issues an alert to the player regarding the invalid build action
15. As a player, I want to be restricted to one level upward movement so that the game adheres to the official rules.
 - I: Is a core mechanic of the game
 - N: Creation of this movement mechanism is negotiable
 - V: Ensures fair gameplay is enforced according to the rules
 - E: Effort is fairly simple, just need to ensure that only one move is permitted per turn
 - S: Can be implemented quickly
 - T: Can be tested through creating test cases
 16. As a player, I want the game to automatically detect and announce a winner when a win condition is met.
 - I: Determines the end of the game
 - N: Creation and detection of win cases is negotiable
 - V: Ensures fair gameplay is enforced according to the rules
 - E: Effort is fairly simple
 - S: Can be implemented quickly
 - T: Can be tested through creating test cases
 17. As a player, I want to do my opponent's god power before the game starts so that I can anticipate their abilities and play accordingly.
 - I: Vital for strategy development
 - N: Display of god powers is negotiable
 - V: Ensures fair gameplay is enforced according to the rules
 - E: Effort is fairly simple
 - S: Can be implemented quickly
 - T: Can be tested through creating test cases
 18. As a player, I want the game to save the current state so that I can resume if I am interrupted.
 - I: Will break player experience if the game is reset every time
 - N: Incorporation of the save state is negotiable
 - V: Ensures the player can go back to their game
 - E: Could require some additional effort
 - S: May take longer to implement
 - T: Can be tested through creating test cases

Extensions

Accessibility Extensions:

1. As a colourblind player, I want all details to be obviously distinguishable outside of colour coding, like using unique symbols and textures for different objects, so that I can play the game without getting different things mixed up
 - I: Implementation of colourblind accommodations is independent of all other features.
 - N: Aspects of the game that need color support the most can be discussed.
 - V: 7-8% of the population suffers from some form of colorblindness, which makes them a key audience to not alienate.
 - E: Effort necessary should be minimal if texture design and iconography is anticipated from the start.
 - S: Extent of implementation is limited to a handful of textures and symbols.
 - T: Game with grayscale filter can be shown to test group to see if they can distinguish gameplay aspects.
2. As a deaf player, I want all information and events to be communicated outside of audio cues and verbal dialogue, e.g subtitles and visual effects, so that I can play the game without missing key details.
 - I: Captions and visual triggers are independent of all other features.
 - N: Aspects of the game that feel absent or missing for deaf players can be discussed.
 - V: 5% of the population suffers from some form of hearing loss, which makes them a key audience to include.
 - E: Minimal effort required for implementation if captions are kept in mind from beginning of implementation.
 - S: Extent of implementation is limited to a handful of text files and pop ups.
 - T: Game with no audio can be shown to test group to see if they can call information.
3. As a non-english-speaking player, I want all game text to be localised into my own language, so that I can play and engage with the game without having to learn another language
 - I: Captions and visual triggers are independent of all other features.
 - N: Aspects of the game that feel poorly translated, or are necessary, can be discussed.

- V: Being able to sell to international, non-english speaking markets can bring in a huge amount of revenue and expand the buyer base with minimal effort.
 - E: Minimal effort required for implementation if captions and localisation table are kept in mind from beginning of implementation.
 - S: Extent of implementation is limited to a handful of text files and pop ups.
 - T: Game with foreign captions can be shown to test group to see if they can comprehend all information.
4. As a skilled player, I want the game to be able to support a wide variety of dynamic board shapes, so that I can keep the game feeling fresh for longer as there are different things to consider. [Extension]
- Independent: Dynamic board state can be loaded independently of all other features.
 - Negotiable: What dynamic features wanted, like the sizes of boards, shape of board, can be discussed with the player.
 - Valuable: Keeping player retention can improve overall perception of the game and increase long term player investment in the franchise.
 - Estimable: Minimal effort required for implementation if board shape is kept independent of other classes.
 - Small: Extent of implementation is developing a unique parser to convert map files to boards.
 - Testable: Feedback on the board state complexities and variety can be discussed with players.

