Sona:

1. **As a** new inexperienced player, **I want to** view a simplified ‘quick start’ version of the gameplay rules, **so that** I can easily and quickly learn the basic rules to start playing

I: directs implementation of the quick-start rules which is separate from other feature implementation

N: format and content of quick start rules can be modified

V: improves game accessibility as new players can minimise time spent learning how to play with a basic understanding of the game

E: minimal effort required if essential rules have been concisely summarised

S: can be implemented in a day, within one sprint

T: testing if condensed version of rules regarding basic gameplay can be viewed upon user interaction with the relevant button

1. **As a** new player that is familiar with strategy board games, **I want to** view the entire game guidelines and additional ‘advanced rules’, including information about the god power cards **so that** I can understand the gameplay to the fullest and maximise my chances of winning.

I: directs implementation of the game guidelines, which is separate from other feature implementation

N: format and presentation of the rules can be modified

V: provides players with the information needed to play the game, including additional details for strategic planning to maximise their experience

E: minimal effort required as information of rules and guidelines already provided

S: can be implemented in a day, within one sprint

T: testing if players are able to view the entire game guidelines, information about god power cards, and other advanced game rules upon interaction with the relevant button(s)

1. **As a** player that does not have access to a laptop, **I want** the game to be compatible with my portable handheld device (i.e. phone, tablet, iPad) **so that** I can play the game in unconventional places

I: multi-platform compatibility is independent of other features

N: there is flexibility to enhance game compatibility on other platforms such as gaming consoles

V: increases access to a wider audience that may be limited by their location or lack of a owning a specific device

E: effort would depend on the implementation and how seamless we want the application to be on each type of device

S: can be implemented in 3 days, within one sprint

T: can be tested by accessing the game on different platforms and ensuring that the interactions work as they should, and the user interface appears correctly

1. **As a** younger player, **I want to** have access to a glossary list **so that** I can refer to it when I have a question about a term used in the rules

I: including a glossary list is separate from other features

N: design and content can be adjusted

V: helps younger players understand game terminology, improving accessibility

E: minimal effort required as list of terms already provided, just need to display it

S: can be implemented in a day, within one sprint

T: testing if players can access and navigate through the glossary

1. **As a** player, **I want to** move my worker to an unoccupied, adjacent space **so that** I can position my pieces throughout the game in order to build

I: moving a worker is a separate action from other features

N: movement rules and restrictions can be adjusted

V: movement is a fundamental action for game progression

E: effort is simple, as movement logic is already defined in the game rules; extra effort may be needed to implement additional rules/restrictions such as certain god cards

S: can be implemented within a day, within one sprint (longer for additional movement features

T: checking various gameplay scenarios, ensuring movement to all valid spaces is possible

1. **As a** player, I want to build on an unoccupied, adjacent space **so that** I can progress towards winning the game

I: building on a valid space is an action separate from other features

N: the building rules can be adjusted if required

V: building is a fundamental action for game progression

E: effort is simple, as building rules are already defined

S: can be implemented in 2-3 days within a sprint

T: testing if all levels of building work correctly, according to the defined rules

1. **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

1. **As a** player, **I want** the game to prevent any player from moving onto a dome **so that** the gameplay mechanisms are legitimately followed

I: restricting players from moving onto a dome is an independent feature

N: can be reverted to allow players to move onto domes if required

V: ensuring players cannot move onto domes is necessary to prevent invalid ‘wins’

E: effort is simple, movement restriction implemented on tiles with a dome

S: can be implemented in a day, within a sprint

T: verify that none of the workers are able to move onto domes, issuing an alert to the player regarding the invalid move action

Nick:

1. 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. - GAMEPLAY (Board)

Independent: This feature is self contained and does not rely on any other features to function

Negotiable: exact mechanics such as restrictions of placement can be discussed and refined later.

Valuable: This feature increases player agency, and allows them to form unique strategies.

Estimable: The size of the story is quite small, so there shouldn’t be too much effort required.

Small: This focuses on a small aspect of the game, and can be implemented quickly. This feature would take a day or less to implement.

Testable: This feature can be tested by comparing our implementation with the original rulebook of the game.

1. As a player I want to choose between 2 different gods or persona’s that at the start of the game, so that I can take a variety of different approaches to defeat my opponent each game. - GAMEPLAY - Interactions

Independent: Choice of gods and personas don’t depend on other mechanics.

Negotiable: Details such as the choice of gods and what they do can later be negotiated by the developers.

Valuable: This feature adds variance to the game, to ensure each game is different.

Estimable: Can estimate the effort required by defining the number of gods and their abilities

Small: This story focuses on the selection of the gods, and should be able to be completed within a sprint.

Testable: We can test that a god gets chosen correctly, and that their ability functions as intended.

1. As a player I want to place domes on the third level of a building to block my opponent from winning so that I have a way to come back from a losing position. - GAMEPLAY - Board + Movement

Independent: This feature does not depend on any other game mechanics

Negotiable: The details for when and how the domes can be placed can be negotiated

Valuable: This feature adds a defensive option so that the game does not end too fast, and that players can recover from a bad start.

Estimable: This feature should be relatively low effort. It should take around a day to complete.

Small: This story focuses on a specific game action, and can be implemented within a single sprint.

Testable: We can test this by verifying that players cannot walk on domes, and that they can only be placed on buildings with a height of 3.

1. 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. - GAMEPLAY - Interactions

Independent: Other features such as placing a worker, does not rely on the turn based system being implemented.

Negotiable: Specifics such as turn order can be later negotiated.

Valuable: Adds structure and pacing to the game.

Estimable: Medium effort requirement, but this feature is relatively easy to implement.

Small: This feature should take less than 2 days to complete.

Testable: Can test this feature by verifying the number of legal actions that can be completed in a turn.

1. 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. - GAMEPLAY - Gameboard

Independent: This feature is independent of the other features.

Negotiable: Specifics such as building limitations and turn rules can be discussed later.

Valuable: Ensures that the game is being played fairly.

Estimable: The size of the story only refers to building, so that the effort required can be estimated.

Small: This story is specific to building, therefore it should be able to be implemented within a sprint.

Testable: We can compare the illegal moves that are invalid in our version, to the original rulebook.

Sam M:

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. - EXTENSION

Independent: Implementation of colourblind accommodations is independent of all other   
 features.  
Negotiable: Aspects of the game that need color support the most can be discussed.  
Valuable: 7-8% of the population suffers from some form of colorblindness, which   
 makes them a key audience to not alienate.   
Estimable: Effort necessary should be minimal if texture design and iconography is    
 anticipated from the start.  
Small: Extent of implementation is limited to a handful of textures and symbols.  
Testable: Game with grayscale filter can be shown to test group to see if they can   
 distinguish gameplay aspects.

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.  - EXTENSION

Independent: Captions and visual triggers are independent of all other features.  
Negotiable: Aspects of the game that feel absent or missing for deaf players can be    
 discussed.  
Valuable: 5% of the population suffers from some form of hearing loss, which   
 makes them a key audience to include.   
Estimable: Minimal effort required for implementation if captions are kept in mind from   
 beginning of implementation.  
Small: Extent of implementation is limited to a handful of text files and pop ups.  
Testable: Game with no audio can be shown to test group to see if they can   
 comprehend all information.

As a new 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. - GAMEPLAY - Board

Independent: Move highlighting exists independent of all other features.  
Negotiable: Details on what makes particular moves more or less obvious, and   
 clarification on particular moves can be discussed with the client.  
Valuable: Ensuring that new players can quickly pick up the game, by not punishing   
 their lack of knowledge, will increase the chance that they invest themselves   
 more deeply.  
Estimable: Potential move overlay and text can be implemented on top of pre-existing   
 U.I. with minimal interference.  
Small: Extent of implementation is limited to a handful of textures and options.  
Testable: Players new to the game can be tested about possible moves and what   
 precisely they do by purely looking at the interface.

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. - GAMEPLAY - Board

Independent: Clarity of the board should be independent of all other details in the game.  
Negotiable: Aspects that the player find more / less cluttered should be discussed.  
Valuable: Making the board more clear and concise can reduce the players feeling   
 overwhelmed, and as such improve the emotional sensation they have with it.  
Estimable: Minimal effort required for implementation if spacing and modeling of the    
 board is considered from the beginning.   
Small: Extent of implementation is constrained to the perspective and design of the   
 board.  
Testable: 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 .

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. - EXTENSION

Independent: Captions and visual triggers are independent of all other features.  
Negotiable: Aspects of the game that feel poorly translated, or are necessary, can be   
 discussed.  
Valuable: 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.  
Estimable: Minimal effort required for implementation if captions and localisation table   
 are kept in mind from beginning of implementation.  
Small: Extent of implementation is limited to a handful of text files and pop ups.  
Testable: Game with foreign captions can be shown to test group to see if they can   
 comprehend all information.

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.