

CS 411 Team Assignment 2 – Requirements Analysis and User Stories

User Story 1 (Happy Path):

The user googles online free board games to play with their friends. The user clicks the link of the board game and reads the instructions of the landing page. They create a lobby for their friends and create a temporary username. When everyone clicks the ready button, the user clicks on start. Every player selects their starting tile. Since they are four players each of them gets a corner of the board. The user will randomly be assigned their respective role. They are the first ones so they play their troops. Then, the action phase starts and plays a mountain passage card. Then they decide not to attack during the attack phase. They don't move their troops during the attack phase since they only own one province. They draw a card and end their turn. The players keep following the same turn order. The user gets the End of Game card, so they start counting their scores. The user wins.

User Story 2 (Happy Path 2):

The user googles online multiplayer board games. The user clicks the link of the board game and starts reading the rules. They decide to give it a try and create a lobby for their friends. They share the lobby code so their friends can join. Once everyone is ready and has chosen their usernames, the user starts the game. Even when everyone is confused during the first few rounds of turns, the summary guide helps everyone to remember the rules of the game and every type of card in it. Everyone likes the design of the cards and the ambient music. However, the game is tanking longer than expected, but the flexibility of the game allows the players to draw the End of Game card whenever they want. The user decides to end the game and the winner screen appears in front of them. The user plans to play the game in the future.

User Story 3:

The user googles online strategy board games. The user clicks the link of the board game and reads the instructions of the landing page. However, the user immediately thinks the game is too complex to learn in one reading and feels discouraged. The user closes the tab of the game and keeps looking for another board game.

User Story 4:

The user googles online multiplayer board games. The user clicks the link of the board game and starts reading the rules. He likes the look of the landing page enough to be interested in the game regardless of its complexity. The player creates a lobby for their friends and creates their own username. When each of the players are ready, the user clicks the start button and the game starts. However, when the user gets to the attack phase of the game and they roll the dice, they don't remember the dice attack rules. None of their friends remember either, so they feel discouraged enough to quit the game.