

Sprint Two User Stories:

1. As a user I want to start a 4x4 board game that has sixteen unique game pieces with four different binary characteristics – estimation: 0.5
2. As a user I want to choose game play with random starting player as either human player vs human player, human player vs AI player, or AI player vs AI player – estimation: 1
3. As a player, when it is my turn to play I want to be able to select one of the game pieces that has not already been selected for the other player to place the piece on a cell somewhere on the board that does not already have a piece allocated to it – estimation: 1
4. As a player I want to win and end the game if and when I have four game pieces in a row in either a horizontal, vertical or diagonal direction each sharing at least one of the four binary characteristics and draw if there are no longer any cells available on the board – estimation: 1
5. As a player I want to have a game play choice of an easy difficulty for AI that should be easy to win against by even the most inexperienced of players when playing the game as human player vs AI player – estimation: 5
6. As a player I want to have a game play choice of a medium difficulty for AI that wins on average approximately 50% of the time when playing the game as human player vs AI player – estimation: 5
7. As a player I want to have a game play choice of a hard difficulty for AI that wins most of the time when playing the game as human player vs AI player – estimation: 5
8. As a user I want to only view the end game result when I choose the option of an AI player vs AI player game – estimation: 1