

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
9. As a user when I initialize a game I want to be able to view a 4x4 game board and sixteen unique game pieces with four binary characteristics being displayed in 2D - estimation: 8
10. As a user when I chose the game play mode, and if AI, the difficulty, I want to be able to view this being displayed - estimation: 2
11. As a player I want to be able to distinguish and select a piece from the pool of available pieces and place the piece, so it is being displayed separately from the other pieces and the board - estimation: 2
12. As a player I want to be able to distinguish a place on the board for placing a piece and when this piece is placed on the board I want to be able to see the current state of the board - estimation: 2

13. As a player when I either win, lose or draw a game I want to be able to see this being displayed clearly with any potential winner's name and the state of the board and pieces - estimation: 2
14. As a user when I chose the AI vs AI in any difficulty I only want to be able to view only the result of the game being displayed - likely redundant after others are completed - estimation: 1
15. As a user I want a menu to show the different game play options - estimation: 2
16. As a user I want to participate in tournaments hosted by me or by another player - estimation: 2
17. As a user I want to play a local tournament against human players or AI - estimation: 2
18. As a user I want to be able to decide what type of game mode and difficulty I want played by entering specified commands for choosing game mode and difficulty - estimation: 2
19. As a player I want to be able to enter specified commands to choose the piece I want to select from the given pool of available pieces - estimation: 1
20. As a player I want to be able to enter specified commands to choose an available slot on the board for placing a selected piece for me to play - estimation: 1
21. As a player I want to terminate a game at any time by entering a specified command for exiting the game - estimation: 1