

UU-Game User Stories

Game Engine:

1. As a user, I want to have access to a 4x4 game board and sixteen unique game pieces with four different binary characteristics so that I can play a UU-Game – estimation: 0.5
2. As a user, I want to be able to start a game as either user vs user, user vs AI, or AI vs AI so that I can play a game with either type of game play setting – estimation 1
3. As a user, I want to have a game play setting of an easy difficulty for AI so that I can win against AI even if I am entirely inexperienced and at a low-level of ability in the UU-Game – estimation: 5
4. As a user, I want to have a game play setting of a medium difficulty for AI so that I can win against AI at approximately half the time if I am at an average level of ability in the UU-Game – estimation: 5
5. As a user, I want to have a game play setting of a hard difficulty for AI so that I cannot win against AI even if I am at a high-level of ability in the UU-Game – estimation: 5
6. As a player, I want the starting player-turn to be randomly selected so that I don't have to decide who starts a game – estimation: 0.5
7. As a player, I want to be able to select a game piece that is not already on the board so that I can offer it to the other player for placing somewhere on the board during their play-turn – estimation: 1
8. As a player, I want to be able to place a pre-selected game piece somewhere on the board that does not already have a piece allocated to it so that I can try to win the UU-Game – estimation: 1
9. As a player, I want the game to stop when there are four game pieces in a row in either a horizontal, vertical or diagonal direction each sharing at least one of the four binary characteristics so that I know if and when a game is won – estimation: 1
10. As a player, I want the game to stop when there are no more available spaces left on the board for placing a game piece and the final piece placed on the board did not result in a win so that I know when the game has ended in a draw – estimation: 1
11. As a user, I want all AI vs AI game play entirely automatic so that I can only know the end game result when game play is AI vs AI – estimation: 1

Communication Platform:

12. As a user, I want to have a selection of game play options so that I can choose the type of game that I want to play – estimation: 2

13. As a user, I want to be able to start a local tournament game of any combination of AI or user-controlled players so that I can play tournament games against other players locally – estimation: 2

14. As a user, I want to either host or join an online tournament game of any combination of AI or user-controlled players so that I can play tournament games against other players online – estimation: 2

15. As a user, I want to be able to start a local 'singles' (1 vs 1) game of any combination of AI or user-controlled players so that I can play a 'singles' (1 vs 1) game against another player locally – estimation: 1

16. As a user, I want to be able to start an online 'singles' (1 vs 1) game of any combination of AI or user-controlled players so that I can play a 'singles' (1 vs 1) game against another player online – estimation: 1

17. As a user, I want to be able to select either an easy, medium or hard AI difficulty so that when I play any game with any number of AI players I can play at a level of difficulty to my satisfaction – estimation: 1

18. As a user, I want to have an option available to me while implementing the UU-Game menu and not playing a game so that I can quit the application at will – estimation: 1

Game Platform:

19. As a user, I want to be able to view a graphical game board and all sixteen pieces so that I can see the status of each game at each stage of the game play – estimation: 8

20. As a user, I want to be able to view the type of game, the type of players (user or AI), their provided names and, if AI, the difficulty so that all players can know the details of the game being played – estimation: 2

21. As a user, I want to be able to view a graphical representation all available pieces so that I can distinguish and select a piece for the other player to place on the board during their play-turn – estimation: 2

22. As a user, I want to be prompted to enter specified commands for selecting a piece so that I can select a piece for the other player to place on the board – estimation: 1

23. As a user, I want to be able to distinguish a graphical representation of the current selected piece for placing on the board so that I know which piece that I am to place on the board when it is my turn to play – estimation: 2

24. As a user, I want to be able to distinguish an available place on a graphical representation of the current board status so that I can choose where to place a pre-selected piece - estimation: 2

25. As a user, I want to be prompted to enter specified commands for selecting an available square on the board so that I can place a pre-selected piece on the board – estimation: 1

26. As a user, I want to not view any graphical representation of each AI vs AI game turn so that I can only view the result of an AI vs AI game – estimation: 0.5