

FIERY DRAGON USER STORIES

1. As a volcano card, I want my shape to be curved so that, when arranged next to other volcano cards, we will create a circle.
2. As a volcano card, I want to have 3 squares, each with a different cave animal on each square, so that there is variety among my pieces.
3. As a volcano card, I want to have a mirror image of my animals on both sides of my card, so that I can be used on either side and allow different pattern combinations.
4. As a cut volcano card, I want to have an indent along my outer edge, so that I can fit a dragon cave there.
5. As a cave animal, I want to appear on the board pieces as a salamander, spider, baby dragon, or bat, so that players can make matches between the chits and the pieces they are standing on.
6. As a chit, I want to show either 1, 2, or 3 of a cave animal, or 1 or 2 pirate dragons, so that players can have different levels of progression around the volcano.
7. As the game board, I want to have 4 cut volcano cards and 4 uncut volcano cards arranged in an alternating pattern, so that the dragon caves can be spaced evenly.
8. As the game board, I want to hold a set of chits spread evenly within a central area, so that all players can see and have equal access to them.
9. As the game board, I want to have a standardized rule where players move forward in a clockwise direction, so that it is fair and consistent throughout the game.
10. As the game board, I want to have at least 2 and max 4 players, so that players will always have at least one opponent and keep the game at a relatively fast pace.
11. As the game board, I want to forbid 2 players from standing in the same square at the same time, so that the game is more interesting because it might mean the player cannot advance during their turn despite making a successful match.
12. As the game board, I want to have tokens of different colors, matching the color of their cave, so that the players can identify which token and cave is theirs as they move around the board.
13. As a player, I want to exit my cave, make one round around the volcano, and reenter my cave before anyone else, so that I can win the game.
14. As a cave, I want to only allow the player matching my color to enter, so that players can't cheat by entering another players' cave and winning without going a full round around the board.

15. As a player, I want to pick chits that match the square I'm standing on so that I can progress around the volcano.
16. As the game board, I want to move players forwards if the chit they flip matches the square they are standing on, so that players can advance the board without cheating.
17. As the game board, I want to move players backward if they flip a pirate dragon, so that they lose progression as a penalty.
18. As the game board, I want to allow players to flip another chit if their previous choice was a successful match, so that they are rewarded for choosing/ remembering correctly.
19. As the game board, I want to end the player's turn if they made an unsuccessful match, so that the next player can have their turn.
20. As the gameboard, I want to end the current player's turn without moving them if they flip a chit that will cause them to pass their cave, so that they won't have to make another round around the volcano.
21. As the game board, I want each player to have a turn before the first player has another turn, so that each player has equal opportunity to make matches.
22. As the gameboard, I want each cave to show a different cave animal so that players can make the first match without cheating by flipping the same chit to exit their cave.
23. As a chit that has been flipped by a player, I want to flip back and hide my image once the current player ends their turn, so that other players have some time to memorize my image.
24. As a player I want to choose the board difficulty (normal, medium, high) before starting the game, so that I can experience different levels of challenges as per my preferences.
25. As a player, I want to experience sound effects throughout the game like the chits flipping, tokens moving and a winning or losing sound so that I can have a more immersive and engaging gameplay experience.