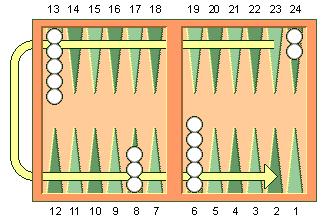
Storyboard

1. There are two people Mart and Mari. Both of them want to play a game of backgammon against each other. Mart opens a web browser and types into address bar an URL of the game. Browser loads game’s index page where are two input fields with respective labels and a button. Input field are for inserting player names. First input field has a label “Player1” and the default value “Player1”, second input field has a label “Player2” and default value “Player2”. Button has label “Start game”. Mart clicks on the first input field where “Player 1” text disappears and Mart inserts his own name to the input field. Mari keeps her in game name as “Player2” and clicks on the button “Start game”. Game goes into the game mode and shows the board with everything set up.

Mart as player 1 has been set as upper player. In the upper on the board name text view fields shows string “Mart”. Mari as player 2 has been set as bottom player. From the board down is a text view field with string “Player2”. Bottom of the label “Player2” is the console. Right of the board is little rectangle with buttons.

1. Game has been set up. Mari still holds the mouse as the last name inserter. She clicks on the button “Start” which starts the game. Game resolves the starting action where both players roll one of their die. Mart rolled 3, Mari rolled 1. As Mart is a higher roller, he gets the right to make first moves. As it is a first turn then Mart has to use previously rolled dice values which are 3 and 1. Mart moves one of his checkers from point 8 to point 5 and another checker from point 6 to point 5. To end the turn Mart clicks on the button “Submit”.



*Figure 1: Mart’s view of perspective, Mari’s view is opposite of this. Mari’s point 1 is Mart’s 24. Storyboard scenarios are in player’s perspective.*

1. Mart passes his turn over to Mari. Game automatically rolls Mari’s two dice. Mari rolled dice with values 5 and 6. Mari moves one of her checker from point 8 to point 3, by that she used her die with value 5. For another move Mari moves one of her checker from point 24 to 18. Mari ends her turn by clicking on button “Submit”.
2. Mari passed the turn and game automatically rolls Mart’s dice. Mart rolled dice with values 3 and 3. By that Mart doubled his dice, now he has four dice with values 3, 3, 3 and 3. Mart picked one checker from point 13 and moved it into point 10. Mart picked another checker from point 13 and moved it into point 10. Suddenly Mart decided to move his strategy and pressed “Undo” button. Game moved last moved checker from point 10 back to point 13. Mart pushed again “Undo” and game moved the firstly moved checker from point 10 to point 13. Mart accidently pushed “Undo” again, but nothing happened, since he can’t undo into Mari’s turn. Mart picks a checker from point 24 and moves it into empty point which is point 21. Mart picks the last checker from point 24 and moves it into point 21. Mart has so far used two dice out of four. Mart now picks one checker from point 21 and moves it into point 18. Mart picks the last checker from point 21 and moves it into point 18. After the previous move, Mart has used all his dice. Mart doesn’t want to move anything and presses button “Submit”.
3. Mart passed the turn and game automatically rolled Mari’s dice. Mari rolled dice with values 1 and 3. Mari moves a lonely checker from point 24 to point 21, by that die with value 3 is used. Now Mari tries to move her checker in point 21 to move into point 20, but she can’t because point 20 in Mari’s perspective is populated with two Mart’s checkers. So this move is invalid and the checker stands in the point 21. Now Mari tries to move her checker from point 8 to point 7. Since point 7 is populated with two Mart’s checkers then this move is invalid as well. Finally, Mari moves a checker from point 6 into point 5 and clicks the button “Submit”, by that she gives the turn right to Mart.
4. Mari passed the turn and game automatically starts rolling Mart’s dice and rolls dice with values 4 and 5. Mart picks on his checkers from point 13 and moves it into point 9, by that value 4 dice is used. Now Mart moves the same checker from point 9 to point 4. Since the point 4 is populated with Mari’s lonely checker, it gets hit. That means that Mart’s checker moves into point 4 and Mari’s checker moves onto the bar. Mart clicks on the button “Submit” and ends the turn.
5. Mart passed the turn and game starts rolling dice for Mari in goal to get her checker off the bar. Mari rolled dice with values 5 and 6. This makes possible targets point 19 and point 20. But since both points are populated with 2 or more Mart’s checkers then those moves are invalid. Mari has to give turn right over to Mart. She clicks on the button “Submit”.
6. Mart passed the turn and Mari tries for second turn in the row to get off the bar. Game automatically rolls Mari’s deice. Mari rolled dice with values 2 and 6. Mari moves her checker on the bar to point 23. Second move with value 6, Mari moves a checker from point 8 to point 2. Mari is happy about escaping the bar and clicks on the chat’s text field input and inserts following string “Yay, I escaped the bar, Mart!” After the insertion Mari clicks on button “Send” and game appends the chat message into the chat’s text area. Mari clicks on “Submit” and gives the turn right over to Mart.
7. Mart has moved all his checkers into the home board from the previous turns. Point 6 is empty, point 5 has 3 checkers, point 4 has 4 checkers, point 3 has 2 checkers, point 2 has 4 checkers and point 1 has 2 checkers. Game automatically rolls Mart’s dice. Mart rolls dice with values 3 and 6. Mart moves one checker from point 3 to the container. With die value 6 Mart moves checker from point 5 into the container. Mart clicks on “Submit” and ends the turn.
8. Mari gives turn over to Mart. Game automatically rolls dice for Mart. Mart rolls dice with values 4 and 3. Mart has only two checkers left. One checker is in point 1 and second on point 3. With die 4 Mart moves a checker from point 3 into the container. With die valued 3 Mart moves a checker from point 1 into the container. Since it is the last checker, Mart won the game. On the board pops up a div with label “Congratulation Mart you won!” and with buttons “Start new game” and “Back to index page”.
9. Mart accidentally clicks on the button “Start new game” and starts a new game. Mart and Mari don’t want to play another game and Mart clicks on the button “Menu” and options like “Continue” and “Start new game” popped up. Mart clicks “Start new game” and index page is being loaded.