User Stories

Format: As a <role>, I want to <desirable action/reaction/state> so that <benefit>

User Story ID	<role>	<desirable action/reaction/state>	<benefit>
I) Basic Fiery Dragon Game Functionality			
US01	Software developer	I want to produces 4 players, 4 caves, 16 chits, 8 cards to form a circle to represents the physical layout	so that players are engaged and immersed in the gameplay experience
US02	Software developer	I want to shuffle the dragon cards and spread them out face down in the inner area of the volcano	so that this is fair game.
US03	Software developer	I want to ensure that this game allows 2 to 4 players and the age of player is between 5 and 99	so that the game can be played.
US04	Software developer	I want to ensure the game rules is implemented correctly	so that the game can be played smoothly without misleading the players.
US05	Software developer	I want to ensure the interactive components can only interact with the players if it is the player's turn	so that the other players won't affect the current player.
US06	Software developer	I want to cover up all the dragon cards once the player's turn is over	other players won't feel confused
US07	Software developer	I want to ensure the dragon(the player's token) only moves backward on the volcano cards once the dragon has stepped out of the cave	the player can only go back to his/her cave in a clockwise direction.
US08	Software developer	I want to ensure that the player only can reach his/her cave with the exact number of moves	the players can reach their cave according to the rules.
US09	Software developer	I want to ensure that the game ends once a player reaches his/her cave	the winner can be determined.
US10	Software developer	I want to end the player's turn if his/her dragon lands on an occupied square	the game can continue.
US11	Desginer	I want the game board to have clear markings for each square, cave and dragon card	the movement and positioninng are easily understood.
US12	Designer	I want the size of game components like game board, dragons, volcanos and dragon cards to be fitting	the user interface won't be so messy.
US13	Designer	I want to create visually appealing designs for the dragon cards	they enhance players' gaming experience
US14	Designer	I want to design the virtual game board to be easily navigable	the players can focus on strategizing their moves rather than struggling with the interface.
US15	Player	I want to start the game clockwise	the game follows a structural order
US16	Player	I want to start the game if I am the youngest	I can begin playing without delay
US17	Player	I want the dragon card(the card in the middle of volcano cards) to stay face up if it shows the same animal as my current dragon's position or it shows a dragon pirate	I can know how many steps I can move until I finish moving my dragon
US18	Player	I want to be aware that if my dragon (the player's token) is still in its cave, nothing happens	I can plan my next turn's movement
US19	Player	I want to adhere to the rule that there can never be more than one dragon in the same position, the latest player should stay in the old position	the game remains fair.
US20	Player	I want the option to uncover another dragon card immediately after moving my dragon	I can potentially make additional moves.
US21	Player	I want to start and end the game	so that I can start my game round and terminate whenever I want.
II) Team-defined Extensions of Fiery Dragons Game			
US22	Player	I want the game to provide a "help" button	I can check the game rules.
US23	Player	I want the game to show the winner with visual effects	I can feel the excitement of victory and celebrate the win with other players.
US24	Player	I want the game to have background music	I can immerse myself fully in the gameplay and be entertained.