

Assignment Sprint 1 - User Stories for 9 Man Morris Game

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Authors: Muhammad Abdullah Akif, Subhan Saadat Khan,
Ong Li Ching, How Yu Chern

Early Game - Start and Placing Pieces

1. As a game board,
I want to have 24 empty positions at the start of the game,
So that the players can place their pieces onto any of the 24 positions.
2. As a game board,
I want to make sure the players take turns in placing their pieces,
So that both players do not simultaneously place their piece in one same position.
3. As a game board,
I want to make sure the players can only place one piece per turn,
So that no player will have an advantage over another.
4. As a game player,
I want to be able to place my piece onto the board,
So that I can either form a mill, prevent my opponent from forming a mill, or have more pieces on the board than my opponent.
5. As a game player,
I want to form a mill,
So that I can remove my opponent's piece that is not a part of a mill.

Late Game - Sliding Pieces

6. As a game board,
I want to make sure that the players cannot jump pieces to anywhere on the board when they have more than 3 pieces,
So that a fair game can be played.
7. As a game player,
I want to be able to slide one of my pieces along a board line to an empty adjacent intersection,
So that I can form a mill when I have no more pieces to place.
8. As a game player,
I want to be able to jump one of my pieces to an empty intersection when I have only three pieces left,
So that I can form a mill and stay in the game.

View, Utilities and Boundaries

9. As a game player,
I want to be able to view the game rules while playing,
So that I may refer to them if I miss something.
10. As a game player,
I want to be able to know how many pieces my opponent has remaining,
So that I can plan my moves accordingly.
11. As a game board,
I should stop players from making illegal moves,
So that players do not cheat.
12. As a game player,
I want to be able to play the game with another individual,
So that I can compete with them.
13. As a game player,
I want to be able to clearly view the board at all times,
So that I can plan my moves properly.
14. As a game player,
I want to be able to exit the game when it's over,
So that I can begin a new one.
15. As a game player,
I want to be able to see my pieces' available moves,
So that I can prepare my strategy.

Game End and Win Conditions

16. As a game board,
I want to stop all player actions when there are no more legal moves,
So that I can correctly end the game.
17. As a game player,
I want to have more pieces than the opponent when there are no more legal moves,
So that I can win the game.
18. As a game player,
I want to reduce my opponent to fewer than 3 pieces,
So that I can win the game.

Advanced Requirements (a & c)

1. As a game board
I want to have a tutorial mode
So that I can teach the new players the rules of the game
2. As a game player
I want to have a hint option
So that I display all my next legal moves on the board.
3. As a computer
I want to know all of the currently valid moves
So that I may choose one randomly to play
4. As a game player
I want to compete against a computer
So that I may hone my abilities and practise new ones
5. As a beginner game player
I want an options to play a tutorial game
So that I can learn how to play the game.
6. As a computer
I want to be able to choose the best move possible
So that I can defeat the player
7. As a game board
I want to include both player versus computer and player versus player modes
So that player can choose the mode they want.