Sprint 1 Review

# Vision Statement

Man has been playing Tic-Tac-Toe for thousands of years. The game has become bland and replaced by more engaging games. The base concept is great and we want to build off of it to build the 21st century version, A Few in a Row. Our game will be played on the player’s computer with options to play against another human locally, online, or against the computer. The player’s will be able to select the size of the board and the target number of pieces they want to get in a row. There will also be options to save and load games, as well as have a replay function that stores player moves.

# User Stories

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| **Story** | **Priority** | **Effort** | **Validation** |
| As a user, I want to be able to select the grid size, so I can have different game modes. | 5 | 1 | When I select a grid size, the game will open with that grid size. |
| As a user, I want to be able to select the win #, so I can have different game modes. | 5 | 1 | When I select the win #, the game ends when a color has that number in a row. |
| As a user, I want the game to recognize when the win condition is met, so the game works. | 5 | 3 | The game will not work or be fun to play if it doesn’t recognize when a player wins |
| As a user, I want to be able to see when a game is won, so I know the game is over. | 5 | 1 | When a game is over a window pops up saying the game is over. |
| As a user, I want to be able to see the current player’s turn so I know which player’s turn it is. | 5 | 1 | There is text that changes, depending on the player’s name, which indicates which player’s turn it is. |
| As a user, I want to be able to see player win records, so I can brag to my friends. | 2 | 3 | When playing consecutive games in a row, game will display win totals. |
| As a user, I want the game board to open up and take up most of my screen, so it’s easier to play the game. | 4 | 3 | It’s annoying to resize the game to fit the user’s screen. |
| As a user, I want the game board to scale to my screen and be resizable, so the game can take up as much room as I want. | 4 | 2 | It is important for user’s to be able to change the game window. |
| As a user, I want the ability to load and save my games, so I can come back and play them later. | 3 | 5 | Sometimes games can take a while to complete, so it would be useful to come back later and finish games. |
| As a user, I want the ability to load and save my replays so I can store them to view later. | 2 | 5 | It would be interesting and useful to review games for strategy. |
| As a user, I want the ability to play replays, so I can re-watch a game I played. | 2 | 2 | Storing replays is not useful if you cannot view them. |
| As a user, I want the ability to play against another player locally on the same machine, so I can play with my friends at my computer. | 4 | 1 | The game would not be fun if you couldn’t play with anyone. |
| As a user, I want the ability to play against another player online, so I can play my friends at a different computer. | 2 | 1 | Sometimes your friend isn’t at the same computer and you still want to play. |
| As a user, I want the ability to play against a computer, so I can play when my friends aren’t available. | 3 | 13 | Sometimes you want to test your ability against somebody else. |
| As a user, I want the ability to have different computer difficulties, so I can play against one that matches my ability. | 1 | 13 | Player’s skill varies so having different computer difficulties can better match player difficulties. |
| As a user, I want the game to be displayed in English, French, and Spanish, so that more people can play. | 1 | 8 | Our game can be played by anyone, but it’s more difficult to play if it’s not in your language. |
| As a user, I want a start screen so I can access the different menus to start a new game, load saves, and view other options. | 2 | 5 | When you open the game, you might want do something other than play. |
| As a user, I want the board to clear when the game is over, so I can play a new game. | 3 | 3 | It’s annoying to restart the game every time a game is played. |
| As a user, I want an option to rematch when a game is over, so I can play again. | 3 | 1 | When a player wins, a window pops up with a button that allows rematch |
| As a user, I want the option to change board and piece design so I can express myself. | 1 | 5 | Different people have different preferences. |
| As a user, I want the pieces to appear with an animation, so it looks more realistic. | 1 | 2 | It will make the game look better. |
| As a user, I want sound so the game is more interactive. | 1 | 3 | Most games have sound, and sound makes games more interactive. |
| As a user, I want the game to highlight the winning pieces so I can see the winning move. | 2 | 1 | In big games it is difficult to see winning pieces. |
| As a user, I want the game board to draw without indentations and mis-texturing so the game looks nice. | 4 | 3 | The game design shouldn’t take away from the gameplay and be distracting. |
| As a user, I want the pieces to be placed where the mouse is clicked, so accurate moves are made. | 4 | 5 | It’s annoying and would destroy the integrity of the game if pieces don’t go where a player wants. |
| As a user, I want the game to be an executable so I can run it easily | 3 | 3 | The game is meant to be played by people without technical experience. |

# Product Backlog

* Select the grid size
* Select the winning number of pieces
* Game correctly recognizes when a game is completed
* Display when game is over
* Display current player’s name
* Display win records
* Game is opened up to take up most of the screen on standard resolutions
* Add game load and save feature
* Replay feature to view previous games
* Local multiplayer
* Local computer opponent
* Different computer difficulties
* LAN multiplayer
* Multiple language options
* Start screen/menu
* Board clears on game end
* Rematch option when game ends
* Changeable board/piece design
* Piece placing animation
* Add game sounds
* Highlight winning pieces
* Make game board look clean
* Calibrated spot selection
* Game is run as an executable

# Sprint Backlog

* Select the grid size
* Select the winning number of pieces
* Game correctly recognizes when a win condition is met
* Game is opened up to take up most of the screen on standard resolutions
* Calibrated spot selection
* Local multiplayer
* Game is run as an executable