

User Stories

- 1) As a player, I want to choose a dragon and its corresponding cave color at the beginning of the game, so that I can have a personalized game experience.
- 2) As a dragon card, I want to be randomly distributed during setup, so that every game will have a different card distribution, adding an element of unpredictability to the game, making the game more interesting and enhancing the overall game experience.
- 3) As a dragon card, I want to be covered at the start of every round so that the player needs to use their memory to determine a good strategy in order to win the game.
- 4) As a volcano card, I want to have an animal type that matches with one of the dragon card's animals (excluding dragon pirate) so that the game can have more difficulty as the player needs to choose a dragon card that matches the animal on the volcano card in order to move.
- 5) As a dragon card, I want to have an animal such as dragon pirate to act as a trap so that the game is more unpredictable and can serve as a consequence of a bad choice for the player.
- 6) As a board, I want to make sure that the number of volcano cards between every cave is the same so that the integrity and fairness of the game is maintained.
- 7) As a player, I want to move my dragon forward after successfully performing the action required by the game rules so that my dragon can advance on the board and potentially win the game.
- 8) As a player, after I successfully reveal the dragon card that matches the current volcano card, I want to have some incentives such as the ability to keep on revealing the dragon cards until the matching failed so that my dragon can advance further on the board and potentially win the game as well as signifying the importance of memorizing in this game.
- 9) As a game board, I want the game to visually display the current state of the game, including all dragons' positions and revealed cards, so that players can easily track game progress.
- 10) As a player, I want the game to show a victory animation or message when I win the game, so that I can experience a sense of accomplishment and happiness.
- 11) As a player, I want to have the option to organize the volcano cards myself, so that the configuration of the game board will be different for each game.

- 12) As a game board, I want to ensure there are no illegal moves made by the players, so that a fair game can be played.
- 13) As a game board, I want all dragons to advance in a clockwise direction, so that there is no confusion in the game.
- 14) As a dragon card, I want to have different numbers of animals so that a layer of strategy is added to the game, making it more interesting.
- 15) As a player, I want the cards revealed by the other players to stay uncovered until the player's round ends so that I have plenty of time to memorize the card and prevent the player from revealing the same card over and over again.
- 16) As a dragon, I want the cave to be my last shelter, so that even if a dragon pirate card is revealed, I don't need to move further backwards again from my cave.
- 17) As a dragon, I want to keep other dragons out of my territory (occupying the same square), so that I can prevent the other dragon from winning against me.
- 18) As a dragon, I want to keep other dragons from entering my cave, so that the cave only belongs to me and can be my finishing position.
- 19) As a game, I want the winning condition of the player to be reaching their cave in the exact number of moves, so that the game would be more challenging.
- 20) As a game, if the player fails to reach their cave after moving one round, I want the player to move one more round again to reach their cave without excessive steps, so that the game's memorization aspect is highlighted.
- 21) As a game, I want the player to pass the turn to the next player if they move past their cave (due to excessive steps obtained), so that the player that performs the bad moves is penalized.

Additional features:

- 1) As a player, I want to play against computer-controlled dragons at various difficulty levels, so that I can still enjoy the game even when others aren't available.
- 2) As a game board, I want to adjust to accommodate different numbers of players, so that the game can accommodate varying group sizes.
- 3) As a player, I want the game to offer both classic mode and fun mode, with fun mode incorporating additional features, so that I have variety in gameplay options.

- 4) As a player, I want to compete with the other player through a mini-game to determine who will stay on the current square when my landing square is occupied, so that I have a chance to move forward and prevent the other player from winning.