1. As a game player, I want to be able to move my pieces, so that I can form a mill or three pieces in a row.
2. As a game player, I want to have the pieces to be labelled in two distinct colours, so that I can distinguish my pieces from my opponent's.
3. As a game player, I want to form a mill, so that I can remove one piece from my opponent's.
4. As a game player, I want to be able to move my pieces, so that I can prevent the opponent from forming a mill.
5. As a game player, I want the game to have an appealing design, so that I can enjoy the game with a better user interface.
6. As a game player, I want to receive alerts when I place my pieces at the wrong spot, so that I can make the right move.
7. As a game player, I want to be able to move my pieces to any open position on the board during the "jumping" phase, so that I can strategise my moves and win the game.
8. As a game player, I want the game to block the player's movement after having one move so that no one tends to move multiple times in one round.
9. As a game player, I want the game to end when one of the players has only 2 pieces left on the board so that I don't play beyond the endgame.
10. As a game player, I want to have an undo option, so that I can undo my move if I accidentally place a piece in an unintended spot.
11. As a game player, I want to save my progress in the game, so that I can continue my game at a later time.
12. As a game player, I want to start a new game, so that I can play against another player in a new round.
13. As a game board, I want to prevent players from making illegal moves, so that the game can be played fairly.
14. As a game board, I want to have a clearly marked gaming interface, so that players can know where to place their pieces correctly.
15. As a game board, I want to have enough space for the players to place the pieces in each position, so that the pieces will not be mixed up.
16. As a game engine, I need to keep track of the current game status, the position of each piece and the moves of the players, so that I can retrieve these information when needed.
17. As a game engine, I need to accurately determine the game result, so that each player receives the correct outcome and score.
18. As a game engine, I need to provide players notifications of turn changes, legal or illegal moves and game result, so that player can have an engaging game experience.