
FIT3077

Software Architecture & Design

Composite

User Stories

Zoe Pei Ee, Low*

31989985

zlow0011@student.monash.edu

Ci Leong, Ong*

31835996

cong0017@student.monash.edu

Guangxing, Zhu*

32597517

gzhu0009@student.monash.edu

*Equal contribution. Listing order is random.

User Stories

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 to receive alerts when I place my pieces at the wrong spot, so that I can make the right move.
6. 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 strategize my moves and win the game.
7. 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.
8. 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.
9. 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.
10. As a game player, I want to save my progress in the game, so that I can continue my game at a later time without losing any progress.
11. As a game player, I want to start a new game, so that I can play against another player in a new round.
12. As a game board, I want to prevent players from making illegal moves, so that the game can be played fairly.
13. As a game board, I want to load game states from text files, so that players can resume their game.
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 board, I need to be able to validate the data in the text file when loading the game state, to ensure that it is valid and not corrupted.
17. As a game display, I need to be compatible with various devices and screen sizes, so that players can enjoy the game across a selection of devices while having optimal viewing experience.
18. As a game engine, I want to support undoing moves until none remain, so that the players can correct their errors and adjust their strategy.
19. As a game engine, I want to load saved games, so players can resume their game progress.

20. As a game engine, I want to save game states as text files, so that the game state can be retrieved and distributed with ease.
21. 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.
22. As a game engine, I need to accurately determine the game result, so that each player receives the correct outcome and score.
23. As a game engine, I want to notify the players of turn changes, legal or illegal moves and the game outcome, so that player can have an engaging game experience.
24. As a game piece, I want to be placeable and removable on the game board, helping players recognize different game stages.
25. As a game piece, I need to be able to capture the total count of pieces on the board so that the player is aware of the total number of game pieces on the board.