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 have an undo option, so that I can undo my move if I accidentally place a piece in an unintended spot.

2. As a game player, I want the ability to click on an undo button in the Graphical User Interface, so that I know how to undo my last move when intended.

3. 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.

4. As a game player, I want to be able to quit the current game, so that I can play against another player in a new round.

5. As a game player, I need to be able to capture the total count of pieces on the board and on hand so that I know what moves need to be made or undone.

6. As a game board, I want to validate the players' moves, so that I can prevent players from making illegal moves.

7. As a game board, I need to be able to know whether a move is made or undone, so that I can reflect the changes in the game state.

8. As a game board, I need to be able to know the state of the positions, so that I can stay updated on the current board structure.

9. As a game move, I want to be undoable until there are no more previous moves available, so that players can correct mistakes or change their strategies.

10. 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.

11. As a game engine, I want to be able to reload any previously saved game(s) from a text file, so that players can continue playing from where they left off.

12. As a game engine, I want to be able to load a new game, so that the players can replay from the start if they intended to.

13. As a game engine, I want to save the game states of the currently active game as text files, so that the game state can be retrieved and distributed with ease.

14. As a game engine, I want to store information about each move, including the positions of the moved game piece(s) and any resulting mill formations, so that the game state can be accurately reconstructed.

15. As a game engine, I need to accurately determine the game result, so that each player receives the correct outcome.

16. As a game engine, I want to be designed in a modular way, allowing for easy extension to support different file formats in the future, so that different file formats can be accommodated without major changes.

17. As a game piece, I want to be placeable and removable on the game board, so that I can help players recognize different game states.

18. As a game position, I need to be able to know which piece is placed in when reloading a previously saved game, so that the player can access the accurate game situation.

19. As a game view, I need to be able to constantly update the current user interface, so that the players can see the current game state and make appropriate actions.

20. As a game view, I want to provide button options, so that the player can choose to undo moves, load game or save game.