
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 place and 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 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.
6. 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.
7. As a game player, I want the game to end when one of the players has only 2 pieces left on the board or has no legal moves left, so that I don't play beyond the endgame.
8. 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.
9. 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.
10. 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.
11. As a game board, I want to validate the players' moves, so that I can prevent players from making illegal moves.
12. As a game board, I want to have a clearly marked gaming interface, so that players can know where to place their pieces correctly.
13. 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.
14. As a game board, I need to be able to track the current phase of the players, so that the players know whether to perform placing, moving or jumping of pieces for their turns.
15. As a game board, 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 their game pieces left on the board.
16. As a game move, I need to track the position of each piece, so that I can determine where can the pieces be moved from and to.
17. 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.
18. As a game engine, I want to load saved games, so players can resume their game progress.
19. As a game engine, I want to be able to reload a new game, so that the players can replay from the start if they intended to.

20. As a game engine, I want to save game states and moves of the players as text files, so that the game state can be retrieved and distributed with ease.
21. As a game engine, I need to accurately determine the game result, so that each player receives the correct outcome and score.
22. As a game engine, I want to notify the players of turn changes and the game outcome, so that players can have an engaging game experience.
23. As a game piece, I want to be placeable and removable on the game board, so that I can help players recognize different game stages.
24. As a game piece, I need to be able to know which position I am placed in, so that I know whether I can form a mill in that particular row(s).
25. As a game position, I need to be able to identify any vacant positions, so that the player can place, move or jump a piece to the desired position.
26. As a game display, 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.