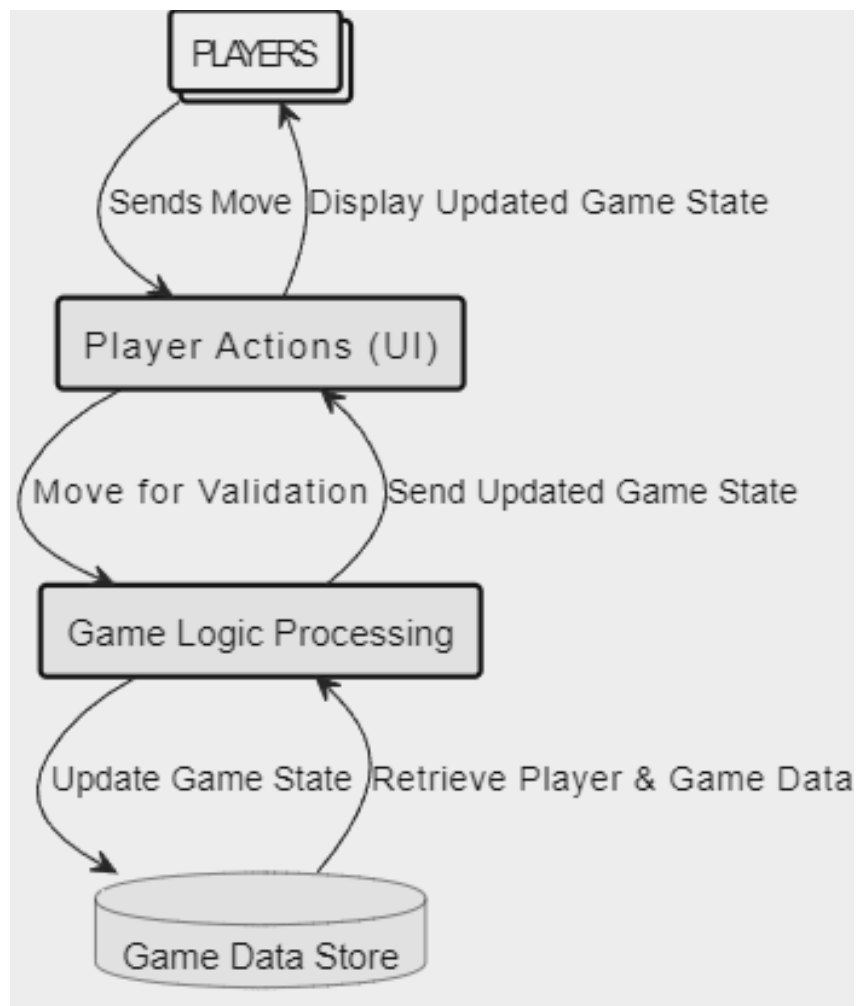


ID	User Story Name	User Story Description	Priority	Estimated Effort (hours)
1	Choose a board size	As a player, I want to choose the size of the game board so that I can play on a board size that suits my preferences and strategy.	High	2
2	Choose the game mode of a chosen board	As a player, I want to choose between the simple and general game modes so that I can decide how the game will be won and enjoy different styles of play.	High	2
3	Start a new game of the chosen board size and game mode	As a player, I want to start a new game with my chosen board size and game mode so that I can play the game with my preferred settings.	High	2
4	Make a move in a simple game	As a player, I want to make a move in a simple game so that I can take my turn and attempt to complete the SOS sequence before my opponent.	High	3
5	A simple game is over	As a player, I want the game to determine the winner in a simple game mode so that I can know when the game has ended and who won.	High	3
6	Make a move in a general game	As a player, I want to make a move in a general game mode so that I can take multiple turns if I complete an SOS and try to maximize my score.	Medium	4
7	A general game is over	As a player, I want the game to determine the winner based on the number of completed SOS sequences in general game mode so that I can know who won after the board is filled.	Medium	4

User Story ID and Name	AC ID	Description of Acceptance Criterion	Status (completed, toDo, inProgress)
1. Choose a board size	1.1	Given: A player is in the game setup screen. When: The player selects a board size from a list of options (e.g., 3x3, 4x4, 5x5). Then: The game should display the selected board size when the game starts.	toDo
	1.2	Given: The player has not selected a board size. When: The player tries to start the game without selecting a board size. Then: The game should prevent the player from starting and display a message prompting the user to select a board size.	toDo
	...		
2. Choose the game mode of a chosen board	2.1	Given: A player is in the game setup screen. When: The player selects between "Simple" and "General" game modes. Then: The game should display and enforce the rules for the selected game mode when the game starts.	toDo
	2.2	Given: The player chooses the general game mode. When: The game starts. Then: The game should allow multiple SOS sequences to be scored, and the player with the most SOSs at the end of the game should be declared the winner.	toDo
	...		
3.	3.1	Given: A player has selected a board size and game mode. When: The player clicks the "Start New Game" button. Then: The game should initialize and display the chosen board size and selected game mode.	toDo
	3.2	Given: The player has not selected both a board size and a game mode. When: The player tries to start the game. Then: The game should display an error	toDo

		message and prevent the game from starting.	
	...		
4.	4.1	Given: A simple game is in progress. When: It's the player's turn. Then: The player should be able to select a tile and place either an "S" or O" on the board.	toDo
	4.2	Given: The player has already placed a letter in a tile. When: The player tries to place another letter in the same tile. Then: The game should prevent the player from selecting an already occupied tile.	toDo
	...		
5.	5.1	Given: A simple game is in progress. When: A player completes an SOS sequence. Then: The game should end immediately and declare the player who completed the sequence as the winner.	toDo
	5.2	Given: The game board is filled, and no SOS sequence has been completed. When: The final move is made. Then: The game should declare the result as a draw.	toDo
	...		
6.	6.1	Given: A general game is in progress. When: It's the player's turn. Then: The player should be able to select a tile and place either an "S" or "O" on the board.	toDo
	6.2	Given: A player completes an SOS sequence during their turn. When: The player completes an SOS. Then: The player should immediately take another turn.	toDo
	...		
7.	7.1	Given: A general game is in progress. When: The board is filled	toDo

		Then: The game should calculate the number of completed SOS sequences for each player and declare the player with the most SOS sequences as the winner.	
	7.2	Given: The board is filled, and both players have completed the same number of SOS sequences. When: The final move is made. Then: The game should declare the result as a draw.	toDo
	...		



Can you generate the user stories based on the assignment details provided.



Certainly! Based on the details from your Sprint 1 assignment, here are **two user stories** generated using the user story template:

User Story 1 - Choose a Board Size

- As a player, I want to choose the size of the game board so that I can play on a board size that suits my preferences and strategy.

User Story 2 - Choose the Game Mode

- As a player, I want to choose between the simple and general game modes so that I can decide how the game will be won and enjoy different styles of play.

Acceptance Criteria for User Story 1: Choose a Board Size

- AC 1.1:
 - Given: A player is in the game setup screen.
 - When: The player selects a board size from a list of options (e.g., 3x3, 4x4, 5x5).
 - Then: The game should display the selected board size when the game starts.
- AC 1.2:
 - Given: The player has not selected a board size.
 - When: The player tries to start the game without selecting a board size.
 - Then: The game should prevent the player from starting and display a message prompting the user to select a board size.

Acceptance Criteria for User Story 2: Choose the Game Mode

- AC 2.1:
 - Given: A player is in the game setup screen.
 - When: The player selects between "Simple" and "General" game modes.
 - Then: The game should display and enforce the rules for the selected game mode when the game starts.
 - AC 2.2:
 - Given: The player chooses the general game mode.
 - When: The game starts.
 - Then: The game should allow multiple SOS sequences to be scored, and the player with the most SOSs at the end of the game should be declared the winner.
-