CSE360 ☆ 🔒 Private

Ideas

Dice-Related User Story Ideas

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Other User Story Ideas

Dragon Concept Sketches

💬 3 📎 3

Dragon Types/Species

💬 3 📎 4

GUI Design Images

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Bugs

Epics

Product Backlog

To Do (Sprint Backlog)

In Dev

Testing

Complete

Make User Story for Use Case:
Choose Dice. Update Backlog.

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                                    CD

Make User Story for Use Case:
Choose Dragons. Update Backlog.

☰
                                    BG

Make User Story for Use Case: Roll Dice. Update Backlog.

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CT

Make User Story for Use Case: Start Game. Update Backlog.

≡

LA

Make User Story for Use Case: View Leaderboard. Update Backlog.

≡

LS

As a player I want to re-pick the dragons in my army as many times as I want before I confirm my army so that I can be outrageously indecisive. [E2]

As a player, I want to view the current health level of both strongholds so I can know who is winning. [E4]

As a player, I want to see the result of each dice roll (dragon) so that I can understand the damage dealt and know why each stronghold's health is decreasing [E3]

As a player, I want the option to re-pick my dragons as many times as I want before I roll the dice, so that I can change my selections if I change my mind. [E3]

As a player I want to select from available dragons so that I can form my army. [E2]

BG   LA

As a player, I want to see the damage done each turn applied to each player's health bar, so that I can keep track of who is winning. [E3]

As a player, I want to roll the dice so that I summon a dragon to defeat my opponent. [E3]

As a player, I want to pick the dragons on my dice every turn, so that I can affect the outcome of each roll. [E1]

As a player I want to view both armies so that I can strategize which dragons to put on my dice each turn. [E1]

As a user I want to start a new game session so I can play the game. [E4]

BG

As a player I want to view all available dragons so that I can choose some to add to my army. [E2]

BG   LA

As a player, I want the game to end when a players health reaches 0, so that I know when the game is over. [E4]

ArmySelection: can add more than 12 dragons

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LA

During Match: Allows 6 dragons to be selected for the dice the first time

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LA

ArmySelectionView: prev button doesn't cycle properly

LA

Match: Same dice for both players

MatchView/Controller: Able to add dragons from either army

As a user I want to enter my name so that my stats can be saved. [E4]

CT

As a player, I want to see which dragons are mapped to each face of the dice after I have selected my dragons, so that I can keep track of my selections. [E3]

Match (View, Controller, Model): Player one and player two data being stored at the other variable's location.

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As a player, I want access to information that explains how the dice work available during my turn, so that I can refresh my memory if I forget how the dice are used in the game. [E3]
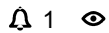
BG

2. As a Player, I want to be able to choose dragons so that I may have a library to use for my dice.

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As a user I want to view the leaderboard when I open the game so that I can see the wins and losses. [E5]

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CD

1. As a player I want to select the dragons that go on my dice each turn so that when I roll the special effects will happen for that roll.

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As a system, I want to retrieve previous statistics so that I can display them for the player.

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CD

3. As a player, I want to roll the dice so that I can determine which of my dragons will be pitted against my opponent for the current turn.

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4. As a user, I want to start the game so that I can play the game and update the leaderboard with my stats.

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As a player, I want my previous dragon choices to be remembered between turns, so that I can make my choices more quickly in the event I want to use the same dragons again. [E1]

5. As a user I would like to see my wins and losses compared to other users so that I can know how awesome I am.

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As a system, I want to store the game score in the leaderboard database, so that I can retrieve them later. [E5]