

CSE360



Public

Ideas

Dice-Related User Story Ideas

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Other User Story Ideas

Epics

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.



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



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.



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



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.



Product Backlog

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

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

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

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

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

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 health of both players so that I can know if I'm winning. [E3]

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

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

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

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.

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.

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.

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.

As a player, I want to see after each turn which dragon was selected when I rolled the dice, so I can understand the damage dealt.

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]

As a player I want to roll the Dice so that I can use my dragon army to defeat my opponent. [E3]

As a player I want to see the result of each dice roll (dragon) so that I can know why my health is decreasing. [E3]

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]

As a player I want my stats to be updated in the leaderboard, so that I can view them later. [E5]

To Do (Sprint Backlog)

In Dev

Testing

Complete

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

**CD**

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

**BG**

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

**CT**

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



LA

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



LS