COMPLETE BACKLOG OF USER STORIES – FROM ALL SPRINTS

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Bold = completed

Italics = not completed but started during a previous sprint

Highlighted = for final sprint

SUBSYSTEM 1 – CHESS GUI:

* **As a player**

**I want to play a graphical version of chess**

**So that I do not need to carry a board with me everywhere.**

* **As a player**

**I want a chess interface that is intuitive**

**So that I can easily play without the need to learn additional unnecessary game mechanics.**

* **As a player**

**I want a chessboard and chess pieces that accurately resemble that of their physical counterpart**

**So that I can easily distinguish both the chessboard and each chess piece on the board.**

* **As a player**

**I want this game to run on a computer; not on mobile**

**So that I can see the game on a larger screen.**

* **As a player**

**I want black pieces to be at the top of the board and white pieces to be at the bottom**

**So that the game follows standard rules.**

* **As a player**

**I want the rank and file to be displayed around the board**

**So that I can see what location a piece is at.**

* **As a player**

**I want the chess board to be at the top of the display window and any buttons to be at the bottom**

**So that I see the chess board clearly while playing a game.**

* **As a player**

**I want to click anywhere in a square to execute a move to/from that square**

**So that I am not restricted as to where I have to click.**

* **As a player**

**I want a 2-dimensional board**

**So that I do not see the pieces at an angle.**

* **As a player**

**I want for there to be a section for all pieces currently out of play, on the side panel next to the game board**

**So that I can easily assess the progress of each game.**

* **As a player**

**I want the ability to flip the board,**

**So that I can view the game from the perspective of the other player.**

* **As a player**

**I want the ability to change the colors of my pieces,**

**So that I can play the game with a pleasing color scheme.**

* *As a player*

*I want to first click a piece, then click its destination square, and then see the piece move to the indicated destination*

*So that I can visually see that a move has been made.*

* *As a player*

*I want for there to be a list of all prior moves, on the side panel next to the game board*

*So that moves can be kept track of during the game.*

* As a player

I want an automated kibitzer,

So that I can pretend I am in a noisy environment.

* As a player

I want the game to execute a jar file from the command line

So that the program is easy to execute.

* As a player

I want the title screen of the game to read “LaboonChess”

So that I know that the correct program has been opened.

* As a player

I want to choose my player color and the AI difficulty

So that I can customize my game experience.

* As a player

I want to time my games

So that I can see how long my moves take.

* As a player

I want it to have a tutorial when the application is first loaded

So that I can learn the rules of chess if I do not already know them.

SUBSYSTEM 2 – GAME MECHANICS:

* **As a player**

**I want white, and only white, to go first**

**So that the program adheres to chess rules.**

* **As a player**

**I want the pieces for each player to be set-up in their correct position/squares on the board at the start of a game**

**So that the game follows standard chess rules.**

* **As a player**

**I want the board to be organized so that no 2 pieces can ever occupy the same square**

**So that the game follows standard chess rules.**

* **As a player**

**I want pieces to not make illegal moves**

**So that neither player can cheat.**

* **As a player**

**I want the game to prevent any pieces from moving outside of their range/path**

**So that the game follows standard chess rules.**

* **As a player**

**I want synchronized steps for movement for all pieces**

**So that the game is smooth and no pieces require special clicks and such.**

* *As a player*

*I want a chess game that follows FIDE regulations for Standard American Chess*

*So that I have an accurate chess simulator that abides by national tournament standards.*

* *As a player*

*I want turns to be taken (white/black/white/etc.),*

*So that the game follows standard chess rules.*

* *As a player*

*I want an error message to appear if I try to make an illegal move*

*So that illegal moves are blocked from occurring.*

* *As a player*

*I want special movements to be legal- such as “en passant”, “promotion”, and “castling”*

*So that the game follows standard chess rules.*

* As a player

I want I the game to end once checkmate is reached

So that I can start a new game.

* As a player

I want it to be apparently visible when a king is in check

So that I can see if a player could potentially lose.

* As a player

I want no time limit on turns

So that I can take my time to think about moves.

* As a player

I want to confirm that I want to make a move

So that I do not accidentally make the wrong move.

* As a player

I want to be able to undo a move

So that I can undo/ not be penalized for accidental clicks.

* As a player

I want the game to suggest moves

So that I can have options when I cannot see open moves.

* As a player

I want an option to choose the game’s level of difficulty

So that I can improve my skill in the game.

* As a player

I want achievements

So that I, as a player, can be motivated to continue playing and improve further.

SUBSYSTEM 3 – BACKEND:

* **As a player**

**I want to play against a computer**

**So that I can simulate playing against a person.**

* **As a player**

**I want the game to run on the JVM**

**So that it can be portable.**

* **As a player**

**I want the application to run on a 512mb machine**

**So that it can run on a variety of systems.**

* As a player

I want to be able to save and load games

So that I can pause a game and continue playing where I had left off, whenever I desire.

* As a player

I want to be prompted with the option to start a new game or load a previous one; with the default being to start a new game

So that I can go directly to a new game if I have no old ones saved.

* As a player

I want to save the game as a text file in .pgn format (portable game notation)

So that I can copy and load the file elsewhere if I decide to play on another machine.

* As a player

I want to check if the .pgn file is valid

So that the program does not throw exceptions when trying to read from it.

* As a player

           I want the ability to start a new game even when I have one already running

           So that I can be playing multiple games simultaneously.

* As a player

I want consistent levels of difficulty during a game

So that the gameplay remains constant.

* As a player

I want a running timer to track the duration of the game

So that I can easily assess how much time has passed since the game began.

* As a player

           I want the system to determine my rating as a chess player

           So that I can see my overall progress.