

User Stories

1. Lobby joining and creation

1.1 Log in page

As a :

Player

I want to :

Log in

Description :

A page to connect to the game, the player will be able to enter his username and choose to create or join a lobby.

Estimated working hours:

5 Man-Hour

1.2 Create a new lobby

As a :

Player

I want to :

Create a new lobby

Description :

A page to create a new lobby.

Estimated working hours:

10 Man-Hour

1.3 List of lobbies

As a :

Player

I want to :

See a list of lobbies

Description :

A page listing all the current lobbies, and having the possibility to join them

Estimated working hours:

10 Man-Hour

1.4 Edit lobby options

As a :

I want to :

Player

Edit the lobby options

Description :

Edit the lobby options:

- add a password

- select duration of each season

- select the minimum and maximum amount of players

Estimated working hours:

10 **Man-Hour**

1.5 Chat in the lobby

As a :

I want to :

Player

Talk to the other players in the lobby

Description :

Having a chat in the lobbies, allowing players to talk to each other.

Estimated working hours:

10 **Man-Hour**

1.6 Kick a player

As an :

I want to :

Admin player

Kick a player from the lobby

Description :

The player that has created the lobby has the possibility to kick other players out.

Estimated working hours:

10 **Man-Hour**

2. The Game

2.0 Display game status

As a :

I want to :

Player

Watch the current game

Description :

Create the game page on which the user will see a map with every country and their army.

Estimated working hours:

3 Man-Hour

2.1 Move units

As a :

I want to :

Player

Move my army

Description :

Allow the player to move his army.

Estimated working hours:

10 Man-Hour

2.2 Attack with units

As a :

I want to :

Player

Attack

Description :

Attack a territory with your army or navy

Estimated working hours:

10 Man-Hour

2.3 Select unit actions

As a :

I want to :

Player

Select a unit's actions

Description :

Display a dialog box asking which action to do when the player try to move a unit.

Estimated working hours:

10 Man-Hour

2.4 Support an ally with my units

As a :

I want to :

Player

Support an ally

Description :

Use my units to support an ally

Estimated working hours:

10 **Man-Hour**

2.5 Convoy units

As a :

I want to :

Player

Move army on water

Description :

Transport my army with my ships

Estimated working hours:

15 **Man-Hour**

2.6 Show available move

As a :

I want to :

Player

See where I can move my army

Description :

Display the territories where the selected unit can move..

Estimated working hours:

40 **Man-Hour**

2.7 Do not allow invalid move

As a :

I want to :

Developer

Restrict units movement

Description :

Do not allow the player's units to move to invalid territories.

Estimated working hours:

15 **Man-Hour**

2.8 Capture territory

As a :

Player

I want to :

Capture new territories

Description :

Capture a territory after an attack/movement.

Estimated working hours:

10 Man-Hour

2.9 Chat

As a :

Player

I want to :

Communicate with other players

Description :

A chat allowing players to talk to each others

Estimated working hours:

10 Man-Hour

2.10 Group chat

As a :

Player

I want to :

Communicate with other players

Description :

Create a group chat, allowing multiple players to talk to each other

Estimated working hours:

10 Man-Hour

2.11 Create new units

As a :

Player

I want to :

Create new units

Description :

Being able to create new units depending on the number of supply centers.

Estimated working hours:

10 Man-Hour

2.12 Responsive design

As a :

Player

I want to :

Have a responsive design

Description :

Create a responsive design for every pages, allowing the game to be played on every screen size.

Estimated working hours:

12 Man-Hour

2.13 Kick a player

As an :

Admin player

I want to :

Kick a player from the game

Description :

The player that has created the game has the possibility to kick other players out.

Estimated working hours:

10 Man-Hour

2.14 Game over

As an :

Player

I want to :

Have a game over screen

Description :

If a player lose, he is redirected to a game over screen.

Estimated working hours:

10 Man-Hour

2.15 Victory

As an :

Player

I want to :

Have a victory screen

Description :

If a player win, he is redirected to a victory screen.

Estimated working hours:

10 Man-Hour

2.16 Cut the map in countries

As an :

Player

I want to :

Have a map separated in countries

Description :

Having a map separated in countries so the player can select a specific country.

Estimated working hours:

10 **Man-Hour**

3. The server

3.0 Server

As a :

Developer

I want to :

Have a server

Description :

Create a server handling the players and their actions.

Estimated working hours:

20 **Man-Hour**

3.1 Authenticate players

As a :

Developer

I want to :

Authenticate the players

Description :

Give a unique token to each player that will be used to authenticate them

Estimated working hours:

20 **Man-Hour**

3.2 Multiple games

As a :

Developer

I want to :

Handle simultaneous games

Description :

Handle multiple games at the same time

Estimated working hours:	20 Man-Hour
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3.3 Chat

As a :	I want to :
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<i>Developer</i>	Handle player's messages
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Description : Handle the messages from the chat and send them to the correct player	
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Estimated working hours:	20 Man-Hour
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3.4 Group chat

As a :	I want to :
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<i>Developer</i>	Handle chat groups
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Description : Handle the players chat groups	
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Estimated working hours:	20 Man-Hour
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3.5 Project structure

As a :	I want to :
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<i>Developer</i>	Have multiples javascript classes
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Description : Create the multiples javascript classes in order to structure the data	
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Estimated working hours:	30 Man-Hour
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3.6 Lobby

As a :	I want to :
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<i>Developer</i>	Handle lobbies
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Description : Allow player to join lobbies	
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Estimated working hours:	30 Man-Hour
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3.7 Lobby security

As a :

Developer

I want to :

Request a password to connect to a lobby

Description :

If a password is set in a lobby, players should not be able to join this lobby without the password

Estimated working hours:

10 **Man-Hour**

3.8 Sockets

As a :

Developer

I want to :

Create sockets

Description :

Use sockets to communicate with the players

Estimated working hours:

50 **Man-Hour**

3.9 Player disconnecting

As a :

Developer

I want to :

Handle disconnecting players

Description :

Catch when a player disconnect and let the other players know

Estimated working hours:

30 **Man-Hour**

3.10 Battle engine

As a :

Developer

I want to :

Handle fights

Description :

Design a winner and loser after a fight

Estimated working hours:

40 **Man-Hour**

3.11 Unit destruction

As a :

I want to :

Developer

Delete eliminated units

Description :

Delete a unit that has been killed

Estimated working hours:

10 Man-Hour

3.12 Rounds Engine

As a :

I want to :

Developer

Handle rounds

Description :

Handle rounds, detect when everyone has played so the battle state can start

Estimated working hours:

30 Man-Hour

3.13 Admin player

As a :

I want to :

Developer

Have a admin player

Description :

Allow the player that created the game to have special rights (kick player, edit options, etc..)

Estimated working hours:

10 Man-Hour

4. Back office

4.0 Host the server

As a :

Developer

I want to :

Host the server

Description :

Host the server so the multiple instances of the game can connect to it.

Estimated working hours:

15 Man-Hour

4.1 Create release executables

As a :

Developer

I want to :

Create release binaries

Description :

Create an executable for linux, mac and windows.

Estimated working hours:

10 Man-Hour

4.2 Deployment

As a :

Developer

I want to :

Allow people to download the application

Description :

Host the release version of the application on a website

Estimated working hours:

15 Man-Hour