User stories and Use case

- User stories: As a player, I want to
  - Move piece so that I can win the game
  - Save game so that I can resume latter
  - Load game so that I can continue where I left
  - Play with an AI because I don't have any friend to play with me
  - Play with my friend because he is a good player
- Use case:

AI chess - Spreadsheet

Title	Scenario				
Move X	Select X I want to move, enters a string, check if the string is valid. Assuming valid then check if the place is legal. Assuming legal then updates the current state and print the updated board.				
Save game	Key in "save" then press enter, display "save successfully", continue listen for user input.				
Load game	Key in "load", select one of different options, press enter, load the saved state to current state, display the board, listen for move.				
Play with AI	Key in "new", key in AI, press enter, a board is displayed, listen for user input. Assuming user has finished making a move, the AI decides to pick one X to move and makes that move. Waiting for user input again.				
Play with my friends	Key in "new", key in friend, press enter, a board is displayed, listen for user input				
Win game	Assuming that one of the two king is beaten, displays "Red/Green wins"				