User Story and Acceptance Criteria

1. As a player I need an empty board in order to start a Nine Man Morris game
   1. Given the code is run, When a new game is started, Then there will be a 7\*7 empty board consisting of 3 nested squares connected by their mid points, which must be empty
2. As developers, we need to decide who goes first, so that the game can continue with the two players taking turns throughout the game.
   1. Given an ongoing game, When Player 1 clicks on an empty point, Then they will be assigned the white pieces.
   2. Given an ongoing game, When Player 2 clicks on an empty point, Then they will be assigned the black pieces.
3. As players, we each need to place pieces on empty cells, so that we will have taken our respective turns.
   1. Given an ongoing game with Player 1’s turn, when Player 1 clicks on an empty point, Then the next unplaced white piece will move to that point and the turn changes.
   2. Given an ongoing game with Player 1’s turn, when Player 1 clicks on non-empty point, Then the next unplaced white piece will not move to that point and the turn will not change.
   3. Given an ongoing game with Player 2’s turn, when Player 2 clicks on an empty point, Then the next unplaced black piece will move to that point and the turn changes.
   4. Given an ongoing game with Player 2’s turn, when Player 2 clicks on non-empty point, Then the next unplaced black piece will not move to that point and the turn will not change.
4. As a player, I want 3 of my pieces on a line, so that they will form a mill.
   1. Given an ongoing game, when Player 1/2 manages to position 3 of their respective pieces in a line, Then they will have formed a mill.
5. As a player, I want to form a mill, so that I will remove one of the opponent’s pieces that is not part of a mill, unless there is no other option.
   1. Given an ongoing game, When a player forms a mill, Then they will remove one of their opponent’s pieces that is not part of a mill.
   2. Given an ongoing game, When a player forms a mill and their opponent does not have any non-mill pieces, Then they will remove one of their opponents pieces that is part of a mill.
6. As a player, when all pieces have been placed, I want to select a placed piece with at least one adjacent empty cell, so that I can move it.
   1. Given an ongoing game, When Player 1/2 no longer have unplaced pieces, Then they will select a placed piece that has at least one adjacent empty cell.
   2. Given an ongoing game When Player 1/2 no longer have unplaced pieces, Then they will not be able to select a placed piece that does not have an adjacent empty cell.
7. As a player, when I select a placed piece, I want to move it to an adjacent empty cell, so that the game will continue.
   1. Given an ongoing game, When Player 1/2 has selected a placed piece, Then they will select an adjacent empty cell to move the piece to.
   2. Given an ongoing game, When Player 1/2 has selected a placed piece, Then they will not be able to select a non-empty cell to move the piece to.
8. As a player, when I have only 3 pieces, I need to know that so I can move to any empty cell.
   1. Given an ongoing game, When Player 1/2 has selected a placed piece among last three pieces, Then they will select an empty cell to move the piece to.
   2. Given an ongoing game, When Player 1/2 has selected a placed piece among last three pieces, Then they will not be able to select a non-empty cell to move the piece to.
9. As a player, when I has only 2 pieces, I need to know that game is over.
   1. Given an ongoing game, When Player 1 has only 2 pieces, then the player will not form a mill and the game is over.
   2. Given an ongoing game, When Player 2 has only 2 pieces, then the player will not form a mill and the game is over.