

FIT 3077  
Semester 1

# User Stories

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## User Stories

### Basic Requirement

User Stories 1 (Playing against friends with the same device)

As a player, I want to play against another player on the same device so that the game can be played in real time.

User Stories 2 (Placing token on the board)

As a player, I want to be able to place a token on the board, so that I can make my move.

User Stories 3 (Removing opponents token from the board)

As a developer, I want the player who created a mill to remove a token on the board, so that the player can gain an advantage.

User Stories 4 (Sliding token along the board line)

As a player, I would like to slide my token along the board line to any empty adjacent intersection so that I can end my turn.

User Stories 5 ("Flying" token)

As a developer, I want tokens to become flying tokens when a player only has 3 tokens left so that I can gain an advantage.

User Stories 6 (Quit game)

As a player, I want to exit to the main menu during the game so that I can stop playing whenever I want to.

User Stories 7 (Notify turns)

As a player, I want to be able to see whose turn it is every time after a move is made, so that I can keep track of the game progress.

User Stories 8 (How many tokens left to place)

As a player, I want to see the remaining number of tokens I can place, so that I can plan my moves.

User Stories 9 (Alternating turns)

As a player, I want to be able to move once my opponent has finished making a move so that I can take my turn.

User Stories 10 (Can't break mills)

As a player, I want tokens in a mill I created not be able to be removed so that I can gain an advantage.

User Stories 11 (Remove token cannot return)

As a developer, I want tokens that are removed to be permanently removed so that the player who removed the token can gain an advantage.

User Stories 12 (Player who has no legal moves left loses)

As a developer, I want the player who has no legal moves remaining on board to lose the game so that the game is completed.

User Stories 13 (Player who has two tokens left loses)

As a developer, I want the player who has two tokens remaining on board to lose the game so that the game is completed.

User Stories 14 (Select a token to move)

As a player, I want to be able to select a token to move so that I can move the token I want.

User Stories 15 (Game is drawn)

As a developer, I want the game to draw when both players have only three pieces left so that the game can conclude.

User Stories 16 (No illegal rules)

As a developer, I want all players to be restricted from performing illegal moves, so that all players play at an even playing field.

User Stories 17 (Flying token)

As a developer, I want flying tokens to move to any empty intersection on the board so that the player has more options.

User Stories 18 (Select a side)

As a player, I want to select heads or tails so that I can flip a coin to decide who goes first.

User Stories 19 (Flip a coin)

As a developer, I want players to toss a coin to decide who will go first, so that the game can start.

User Stories 20 (Colour that go first)

As a developer, I want the player who goes first to use white tokens so that the game can start.

## Additional Requirement

User Stories 21 (Tutorial)

As a new player, I want a tutorial mode so that I can learn how to play the game.

#### User Stories 22 (Play with computer)

As a player, I want to be able to play with the computer, so that I can play the game when I am alone.

#### User Stories 23 (Hint)

As a beginner player, I want to be provided with hints so that I can know what legal moves can be made.

#### User Stories 24 (Hint)

As a player, I would like to have a button to toggle the hint option, so that I can play the game without assistance.

#### User Stories 25 (Choose game mode)

As a developer, I want the available game modes to be presented to the player so that they can choose their desired game mode.