**FIT 3077**

**Semester 1**

User Stories

**Torino Development United**

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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.