**FIT 3077**

**Semester 1**

User Stories

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# User Stories

## Basic Requirement

### User Stories 1 (Features)

### User Stories 2 (Features)

### User Stories 3 (Features)

### User Stories 4 (Features)

### 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 (Features)

### User Stories 7 (Features)

### User Stories 8 (Features)

### User Stories 9 (Features)

### User Stories 10 (Features)

### User Stories 11 (Features)

### User Stories 12 (Features)

### User Stories 13 (Features)

### User Stories 14 (Features)

### User Stories 15 (Features)

### 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 (Features)

### 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 (Features)

### User Stories 24 (Features)