**Team #5 - DYNAMOS**

**Use Cases**

1. **Take a turn**

Take a turn

|  |  |
| --- | --- |
| Use Case 2 | Take a turn |
| Goal in Context | Taking a turn |
| Preconditions | Turn should be played after turn of 2 other players.  Play button should be activated.  Move button should be activated up to 3 moves. |
| Success End Condition | Player has completed his turn |
| Failed End Condition | Player is not able to complete his turn |
| Primary Actor | The Player |
| Trigger | When two other players complete their turn |
| Description of Procedure | **Action Taken During Step** |
| Step 1 | Player draws card from unused card deck to complete 5 cards |
| Step 2 | Player selects appropriate card from his deck |
| Step 3 | Player moves up to 3 spaces on board. |
| Step 4 | Player Plays the selected card in current room. |
| Step 5 | End of Turn |
| Extensions | **Altered Steps** |
| Step 1a | If unused card deck runs out |
| Step 1a\_1 | Reshuffle discard deck and reuse |
| Step 1b | Player has more than 7 game cards in hand |
| Step 1b\_1 | Player discards cards in hand till he has 7 cards |

1. **Play a Card**

Play a Card

|  |  |
| --- | --- |
| Use Case 1 | Play a Card |
| Goal in Context | Player will play the card from the deck of 5 unused cards. |
| Preconditions | It should be players turn to play.  Player should have cards to play in his deck.  Card should be chosen by the player.  Player should be in Playable region.  Play button should be enabled. |
| Success End Condition | Player gets positive/negative skill chips, tokens and QP. |
| Failed End Condition | Player is not able to play the card. |
| Primary Actor | The Player. |
| Trigger | When player clicks on play button |
| Description of Procedure | **Action Taken During Step** |
| Step 1 | Select the desired card |
| Step 1 | Click Play button |
| Step 2a | Player gets option of choosing skill chip |
| Step 2a\_1 | Player chooses appropriate skill chip as per need |
| Step 2b | Played card requests player to discard a card |
| Step 2b\_1 | Player Discards cards from his deck |
| Step 3 | Player gets positive/negative skill chips, tokens and QP based on card played |
| Step 4 | Player receives bonus of a skill chip of their choice if QP evenly divisible by 15. |
| Step 5 | Played card should be removed from player's hand |
| Step 6 | Played card should be included in discard deck |
| Extensions | **Altered Steps** |
| Step 1a | Player fails the prerequisite in card played |
| Step 1a\_1 | Player loses 2 QPs and other penalties based on prerequisite |
| Step 1b | If playing in wrong room |
| Step 1b\_1 | Player loses 2 QPs |

**Sequence Diagrams**

1. **“Take a Turn”:**

GameRoom

Game Control  
<<UI>>

Card Deck

Player  
<<actor>>

CheckCardDeck()

CheckPlayerTurnEligibility()

EnablePlayButton()

MovePlayer()

CheckMoveEligibility()

DrawCard()

AddPlayerToNextRoom()

RemovePlayerFromPreviousRoom()

ControlMoveButtonVisibility()

PlayTurn()

EnableDrawButton()

ReshuffleAndReuseCards()

CheckCardDeck()

DisCard()

NotifyToDiscardCardTill7()

1. **“Play a Card”**

PlayTurn()

Card Deck

Game Control  
<<UI>>

Player  
<<actor>>

**User Stories**

RemovePlayedCard()

PenalizeIneligiblePlayer()

CheckQPBonus()

RewardQPBonus()

DiscardExtraCard()

RequestDiscardExtraCard()

UpdatePlayerChipsAndPonts()

ChooseSkillChip()

ShowSkillChipOption()

SelectsCard()

EnablePlayButton()

CheckPlayerTurnEligibility()

CheckCardAvailability()

**User Story 1: CECS 105**

**As a** player

**I want to** Play card in ECS 302 or 308

**So That** I can get 1 learning chip

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in ECS 302 or 308  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 Learning chips

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in ECS 302 or 308  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And loses 2 Quality Points

**User Story 2: Research Compilers**

**As a** player

**I want to** Play card in Library

**So That** I can get 1 learning chip and pass research compilers

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in Library  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 Learning Chip

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in Library  
**When** the player plays the card **Then** ensure the card is discarded from player’s deck  
And loses 2 Quality Points

**User Story 3: Math 122**

**As a** player

**I want to** Play in Library

**So That** I can get 1 learning chip or 1 Integrity Chip

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
and Player is currently in Library  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 learning chip or 1 Integrity chip

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in Library  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And loses 2 Quality Points

**User Story 4: Professor Murgolo’s CECS 174 Class**

**As a** player

**I want to** Play in ECS 302

**So That** I can get 1 learning chip and pass Professor Murgolo’s CECS 174 class

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
and Player is currently in ECS 302  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 learning chip

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in ECS 302  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And loses Quality Points

**User Story 5: Lunch at Bratwurst Hall**

**As a** player

**I want to** Play in Bratwurst Hall

**So That** I can get 1 craft chip and have lunch at Bratwurst Hall

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
and Player is currently in Bratwurst Hall  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 Craft chip

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in Bratwurst Hall  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And loses 2 Quality Points

**User Story 6: CECS 100**

**As a** player

**I want to** Play in ECS 308

**So That** I can get 1 Craft Token and pass CECS 100 course

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
and Player is currently in ECS 308  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 Craft Token

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in ECS 308  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And loses 2 Quality Points

**User Story 7: Exercising Mind and Body**

**As a** player

**I want to** Play in Student Recreation

**So That** I can get 1 Integrity chip

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
and Player is currently in Student Recreation  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 learning chip

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in Student Recreation  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And loses 2 Quality Points

**User Story 8: Parking Violation**

**As a** player

**I want to** play in Forbidden parking

**So That** I can get 1 Learning chip and discard 1 Game Card from my hand to get another Learning Chip

**Acceptance Criterion 1:  
Given** that the card is available in player’s deck  
And Player is currently in Forbidden Parking  
**When** the player plays the card  
**Then** ensure the card is discarded from deck  
And player gets 1 learning chip  
And player removes 1 game card so that he can get 1 more Learning chip

**Acceptance Criterion 2:  
Given** that the card is available in player’s deck  
and Player is currently in Forbidden Parking  
**When** the player plays the card but doesn’t remove Game Card  
**Then** ensure the card is discarded from deck  
And player gets 1 learning chip but not any extra learning chip.

**Acceptance Criterion 3:  
Given** that the card is available in player’s deck  
And Player is not currently in Forbidden Parking  
**When** the player plays the card  
**Then** ensure the card is discarded from deck  
And loses 2 Quality Points

**User Story 9: Finding the Lab**

**As a** player

**I want to** Play in Elevators

**So That** I can get 1 Integrity Chip and can pass Find the Lab

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
and Player is currently in Elevators  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 Integrity chip

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in Elevators  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And loses 2 Quality Points

**User Story 10: Goodbye, Professor**

**As a** player

**I want to** Play in Room of Retirement with Prerequisites of 6 Learning, 6 Craft and 6 Integrity

**So That** I can get 10 Quality Points and say Goodbye to professor

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in Room of Retirement  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 10 Quality Points

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in Room of Retirement  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 8 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in Room of Retirement  
And player do not have prerequisites  
**When** the player plays the card **Then** And ensure that Player loses 1 Game Card   
And Leave this card in RoR

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is not currently in Room of Retirement  
And player do not have prerequisites  
**When** the player plays the card **Then** And ensure that Player loses 1 Game Card   
And loses 2 Quality Points  
And Leave this card in RoR

**User Story 11: Enjoying the Peace**

**As a** player

**I want to** Play in Japanese Garden

**So That** I can get 1 Learning Chip or 1 Integrity Chip and Enjoy the Peace

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in Japanese Garden  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 Integrity chip or 1 Learning Chip

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in Japanese Garden  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And loses 2 Quality Points

**User Story 12: Buddy Up**

**As a** player

**I want to** Play in EAT Room or George Allen Field

**So That** I can get 1 Learning Chip or 1 Craft Chip and can join EAT or Soccer Team

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
and Player is currently in EAT Room or George Allen Field  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 Learning Chip or 1 Craft Chip

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in EAT Room or George Allen Field  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And loses 2 Quality Points

**User Story 13: Late for Class**

**As a** player

**I want to** Play in any space outside except Forbidden parking

**So That** I can get 1 craft chip and teleport to Lactation Lounge

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
and Player is currently in any space outside except Forbidden Parking  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 Craft Chip and teleported to the Lactation Lounge

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in any space outside excluding Forbidden Parking  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And loses 2 Quality Points

**User Story 14: Physics 151**

**As a** player

**I want to** Play in ECS 308 with 3 Craft as prerequisites

**So That** I can get 5 Quality Points and pass Physics 151

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in Play in ECS 308  
And Player has all Prerequisites of 3 Craft  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 5 Quality Points

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in Play in ECS 308  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 3 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in Play in ECS 308  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure that Player loses 3 Quality Points

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is not in currently in ECS 308  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure that Player loses 5 Quality Points

**User Story 15: The Big Game**

**As a** player

**I want to** Play in Pyramid

**So That** I can get 1 craft chip and teleport to Lactation Lounge

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in Pyramid  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 Craft Chip and is teleported to Lactation Lounge

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in Pyramid  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**User Story 16: Kin 253**

**As a** player

**I want to** Play in George Allen Field with 4 Integrity as prerequisite

**So That** I can get 5 quality points and Learn rules of Soccer

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in George Allen’s Field  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 2 Craft Chips

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in George Allen’s Field  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 2 Craft Chips  
And player loses 2 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in George Allen’s Field  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure that Player goes to Room of Retirement

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is not in currently in George Allen’s Field  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure that Player loses 2 Quality Points  
And player goes to Room of Retirement

**User Story 17: Math 123**

**As a** player

**I want to** Play in ECS 302 or 308

**So That** I can get 5 quality points and pass Math 123

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in ECS 302 or 308  
And Player has all Prerequisites of 5 Learning Points  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 5 Quality Points

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in ECS 302 or 308  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 3 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in ECS 302 or 308  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck   
And loses 3 Quality Points  
And loses 1 Game Card

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is not in currently in ECS 302 or 308  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure that Player loses 5 Quality Points  
And loses 1 Game Card

**User Story 18: Learning Netbeans**

**As a** player

**I want to** Play in Lactation Lounge with 3 Learning Points as Prerequisites

**So That** I can get 5 quality points and Learn NetBeans

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in Lactation Lounge  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 5 Quality Points

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in Lactation Lounge   
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 3 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in Lactation Lounge  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure that Player loses 3 Quality Points

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently not in Lactation Lounge  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure that Player loses 5 Quality Points

**User Story 19: Choosing a Major**

**As a** player

**I want to** Play in CECS Conference with 3 Integrity as Prerequisites

**So That** I can get 5 quality points and Choose Majors

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in CECS Conference  
And Player has all Prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 5 Quality Points

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in CECS Conference  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 3 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in CECS Conference  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure that Player loses 3 Quality Points

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently not in CECS Conference  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure that Player loses 5 Quality Points

**User Story 20: Pass Soccer Class**

**As a** player

**I want to** Play in George Allen Field with 5 Craft as Prerequisites

**So That** I can get 5 quality points and Choose Majors

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in George Allen Field  
And Player has all Prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 5 Quality Points

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in George Allen Field  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 3 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in George Allen Field  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure that Player loses 3 Quality Points

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently not in George Allen Field  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure that Player loses 5 Quality Points

**User Story 21: Score a Goal!**

**As a** player

**I want to** Play in George Allen Field with 3 Craft as Prerequisites

**So That** I can get 5 quality points and Choose Majors

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in George Allen Field  
And Player has all Prerequisites of 3 Craft   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 5 Quality Points  
And player gets 1 Integrity Chip

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in George Allen Field  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 3 Quality Points   
And player gets 1 Integrity Chip

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in George Allen Field  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And Player goes to Student Parking

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently not in George Allen Field  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points  
And Player goes to Student Parking

**User Story 22: Fall in the Pond**

**As a** player

**I want to** Play in Japanese Garden

**So That** I can get 1 Integrity and 1 Craft Chip

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in Japanese Garden  
And Player has all Prerequisites of 3 Learning   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 Integrity Chip  
And gets 1 Craft Chip

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in Japanese Garden  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And ensure that player loses 2 Quality Points   
And gets 1 Integrity Chip  
And gets 1 Craft Chip

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in Japanese Garden  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player moves to Lactation Lounge

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently not in Japanese Garden  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points  
And player moves to Lactation Lounge

**User Story 23: Make the Dean’s List**

**As a** player

**I want to** Play in North or South Halls with 6 Learning as Prerequisites

**So That** I can get 5 Quality Points

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in North or South Halls  
And Player has all Prerequisites of 6 Learning   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 5 Quality Points

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in North or South Halls  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 3 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in North or South Halls  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player moves to Student Parking

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently not in North or South Halls  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points  
And player moves to Student Parking

**User Story 24: A new Laptop**

**As a** player

**I want to** Play in Computer Lab with 4 Integrity as Prerequisites

**So That** I can get 3 Quality Points and chip of my choice

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in Computer Lab  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 3 Quality Points  
And a chip of choice

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in Computer Lab  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And ensure that player gets 1 Quality Points  
And a chip of choice

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in Computer Lab  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player discards 1 Game Card

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently not in Computer Lab  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points  
And discards 1 Game Card

**User Story 25: Meet the Dean**

**As a** player

**I want to** Play in North or South Hall with Prerequisites of 3 Learning,3 Craft and 3 Integrity

**So That** I can get 5 Quality Points and 1 Game Card

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in North or South Hall  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 5 Quality Points  
And 1 game card

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in North or South Hall  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 3 Quality Points  
And 1 game card

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in North or South Hall  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player discards 1 Game Card

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently not in North or South Hall  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points  
And player discards 1 Game Card

**User Story 26: Loud Buzzing**

**As a** player

**I want to** Play in EAT Room with Prerequisites of 3 Craft

**So That** I can get 1 chip of choice

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in North or South Hall  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And 1 chip of choice

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in North or South Hall  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points  
And 1 chip of choice

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in North or South Hall  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently not in North or South Hall  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 4 Quality Points

**User Story 27: Program Crashes**

**As a** player

**I want to** Play in Lactation Lounge with Prerequisites of 2 Learning

**So That** I can get 5 Quality Points and 1 chip of choice

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in Lactation Lounge  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player get 5 Quality Points   
And 1 chip of choice

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in Lactation Lounge  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 3 Quality Points  
And 1 chip of choice

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in Lactation Lounge  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player discards 1 Game Card

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently not in Lactation Lounge  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points  
And discards 1 Game Card

**User Story 28: Professor Englert**

**As a** player

**I want to** Play in CECS Conference with Prerequisites of 3 Integrity

**So That** I can get 1 chip of choice

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in CECS Conference  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And 1 chip of choice

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in CECS Conference  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And ensure that player loses 2 Quality Points  
And 1 chip of choice

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in CECS Conference  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player discards 1 Game Card

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently not in CECS Conference  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points  
And discards 1 Game Card

**User Story 29: Press the Right Floor**

**As a** player

**I want to** Play in Elevators with Prerequisites of 4 learning

**So That** I can get 2 craft chips

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in Elevators  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 2 Craft Chips

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in Elevators  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points  
And gets 2 Craft Chips

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in CECS Conference  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently not in CECS Conference  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 4 Quality Points

**User Story 30: Soccer Goalie**

**As a** player

**I want to** Play in George Allen Field with Prerequisites of 3 Learning and 3 Craft

**So That** I can get 5 Quality Points and 1 Game Card

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in George Allen Field  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 Game Card  
And 5 Quality Points

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in George Allen Field  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in George Allen Field  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player moves to Student Parking

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently not in George Allen Field  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points  
And moves to Student Parking

**User Story 31: Elective Class**

**As a** player

**I want to** Play in Library with Prerequisites of 2 learning

**So That** I can get 1 Learning Chip and 1 Game Card

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in Library  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 Learning Chip   
And 1 Game Card

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in Library  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in Library  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently not in George Allen Field  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 4 Quality Points

**User Story 32: Oral Communication**

**As a** player

**I want to** Play in any Building except ECS with Prerequisites of 4 Integrity

**So That** I can get 4 Quality Points and chip of Choice

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in any building except ECS  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 4 Quality Points  
And 1 chip of choice

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in any building except ECS  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 2 Quality Points  
And chip of choice

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in any building except ECS  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player discards 1 Game Card

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently not in any building except ECS  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points  
And discards 1 Game Card

**User Story 33: Professor Hoffman**

**As a** player

**I want to** Play in any room of ECS except Lactation Lounge with Prerequisites of 3 Learning

**So That** I can get 5 Quality Points and 2 Game Cards

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in any room of ECS except Lactation Lounge  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 5 Quality Points  
And 2 Game Cards

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in any room of ECS except Lactation Lounge  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 3 Quality Points  
And 2 Game Cards

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in any room of ECS except Lactation Lounge  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 5 Quality Points  
And move to Lactation Lounge

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently not in any room of ECS except Lactation Lounge  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 7 Quality Points  
And move to Lactation Lounge

**User Story 34: CHEM 111**

**As a** player

**I want to** Play in any building not ECS with 6 Craft as Prerequisites

**So That** I can get 5 Quality Points

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in any building not ECS  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 5 Quality Points

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is currently in ECS  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 3 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in any building not ECS  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the player moves to Student Parking

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently not in ECS  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points  
And moves to Student Parking

**User Story 35: The Outpost**

**As a** player

**I want to** Play in any space outside ECS except Forbidden Parking

**So That** I can get 1 Chip of Choice

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in any space outside ECS except Forbidden Parking  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 Chip of Choice

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is currently in Forbidden parking  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 2 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in any space outside ECS except Forbidden Parking  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently not in any other building then ECS  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**User Story 36: Learning Linux**

**As a** player

**I want to** Play in Computer Lab with prerequisites of 2 Craft and 3 Integrity

**So That** I can get 3 Quality Points and 1 Chip of Choice

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck  
And Player is currently in Computer Lab  
And Player has all Prerequisites  
**When** the player plays the card  
**Then** ensure the card is discarded from deck  
And player loses 3 Quality Points  
And player gets Chip of Choice

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck  
And Player is not currently in Computer Lab  
And Player has prerequisites  
**When** the player plays the card  
**Then** ensure the card is discarded from deck  
And player gets 1 Quality Points  
And gets Chip of Choice

**Acceptance Criterion 3:   
Given** that the card is available in player’s deck  
And Player is currently in Computer Lab  
And player do not have prerequisites  
**When** the player plays the card  
**Then** ensure the card is discarded from deck  
And player loses 1 Quality Points

**Acceptance Criterion 4:  
Given** that the card is available in player’s deck  
And Player is currently not in Computer Lab  
And player do not have prerequisites

**When** the player plays the card  
**Then** ensure the card is discarded from deck  
And player loses 3 Quality Points

**User Story 37: Make a Friend**

**As a** player

**I want to** Play in North or South Hall with Prerequisites of 2 Integrity

**So That** I can get 3 Quality Points and a chip of choice

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in North or South Hall  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 3 Quality Points  
And Chip of Choice

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in North or South Hall  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 Quality Points  
And Chip of Choice

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in North or South Hall  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player discards 1 Game Card

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently not in North or South Hall  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points  
And discards 1 Game Card

**User Story 38: Enjoying Nature**

**As a** player

**I want to** Play in any space outside ECS

**So That** I can get Craft Chip and teleport to Lactation Lounge

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in North or South Hall  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 Craft Chip  
And teleported to Lactation Lounge

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is in ECS  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 2 Quality Points  
And gets 1 Craft Chip  
And teleported to Lactation Lounge

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in any space outside ECS  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And teleported to Lactation Lounge

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently inside ECS  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points  
And teleported to Lactation Lounge

**User Story 39: Student Parking**

**As a** player

**I want to** Play in Student Parking

**So That** I can get 1 Craft Chip

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in Student Parking  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 Craft Chip  
And teleported to Lactation Lounge

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not in Student Parking  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points  
And gets 1 Craft Chip  
And teleported to Lactation Lounge

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in Student Parking  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And teleported to Lactation Lounge

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently inside ECS  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points  
And teleported to Lactation Lounge

**User Story 40:**

**As a** player

**I want to** Play in the Pyramid

**So That** I can get Chip of my choice

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in the Pyramid  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets Chip of choice

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not in the Pyramid  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And no changes in score

**User Story 41**

**As a** player

**I want to** Play in either Parking lot

**So That** I can get 3 Quality Points and 1 Game Card

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in either of the Parking  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 3 Quality Points and 1 Game Card

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in either of the Parking  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in either of the Parking  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently not in either of the Parking  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**User Story 42**

**As a** player

**I want to** Play in ECS 302,308 or Lab

**So That** I can get 5 Quality Points and 1 Game Card

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in either of ECS 302,308 or lab  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 5 Quality Points and 1 Game Card

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not in currently in either of ECS 302,308 or lab  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in either of ECS 302,308 or lab  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 3 Quality Points

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is not currently in either of ECS 302,308 or lab  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**User Story 43**

**As a** player

**I want to** Play in ECS 302,308 or Lab

**So That** I can get 1 Learning 1 Craft 1 Integrity

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in either of ECS 302,308 or lab  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 Learning,Craft and Integrity

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not in currently in either of ECS 302,308 or lab  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in either of ECS 302,308 or lab  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 3 Quality Points and 1 game card

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is not currently in either of ECS 302,308 or lab  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**User Story 44**

**As a** player

**I want to** Play in LA 5

**So That** I can get 5 Quality Points

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in LA 5  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 1 Learning,Craft and Integrity

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not in LA 5

And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in LA 5  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player goes to Student Parking

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is not currently in LA 5

And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**User Story 45**

**As a** player

**I want to** Play in LA 5 or Library

**So That** I can get 5 Quality Points and chip of choice

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is not currently in LA 5 or Library  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 5 Quality Points and chip of choice

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in LA 5 or Library

And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is not currently in LA 5 or Library  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player discards 1 game card

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is not currently in LA 5 or Library

And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**User Story 46**

**As a** player

**I want to** Play in LA 5 or Library

**So That** I can get 5 Quality Points and chip of choice

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is not currently in LA 5 or Library  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 3 Quality Points and 1 learning chip

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not currently in LA 5 or Library

And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is not currently in LA 5 or Library  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is not currently in LA 5 or Library

And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**User Story 47**

**As a** player

**I want to** Play in ECS 302,308 or Lab

**So That** I can get 1 Learning 1 Craft 1 Integrity

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in either of ECS 302,308 or lab  
And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 5 Quality Points

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not in currently in either of ECS 302,308 or lab  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in either of ECS 302,308 or lab  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points and 1 game card

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is not currently in either of ECS 302,308 or lab  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**User Story 48**

**As a** player

**I want to** Play in any room of ECS

**So That** I can get 5 Quality Points

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in any room in ECS

And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 5 Quality Points

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not in currently in any room of ECS  
And Player has prerequisites   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in any room in ECS  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points and 1 game card

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently in any room in ECS  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**User Story 49**

**As a** player

**I want to** Play in either EAT room or Japanese Garden

**So That** I can get 5 Quality Points and chip of choice

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in EAT room or Japanese Garden

And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 5 Quality Points

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not in EAT room or Japanese Garden  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in EAT room or Japanese Garden  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 3 Quality Points

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently in EAT room or Japanese Garden  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**User Story 50**

**As a** player

**I want to** Play in any room in ECS

**So That** I can get 5 Quality Points

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in any room of ECS

And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player gets 5 Quality Points

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not in any room of ECS  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in any room of ECS  
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points and 1 game card

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently in any room of ECS

And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**User Story 51**

**As a** player

**I want to** Play in any room in ECS

**So That** I can get chip of choice

**Acceptance Criterion 1:**

**Given** that the card is available in player’s deck   
And Player is currently in Student recreation

And Player has all Prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player get chip of choice

**Acceptance Criterion 2:**

**Given** that the card is available in player’s deck   
And Player is not in Student recreation   
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points

**Acceptance Criterion 3:**

**Given** that the card is available in player’s deck   
And Player is currently in Student recreation   
And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck

**Acceptance Criterion 4:**

**Given** that the card is available in player’s deck   
And Player is currently in Student recreation

And player do not have prerequisites  
**When** the player plays the card **Then** ensure the card is discarded from deck  
And player loses 2 Quality Points