# Task 3

The application has the purpose of recreating the boardgame Robot Rally in a digital form. Robot Rally is a board game where several players are in a race where the win condition is visiting certain flag points on the map. To achieve this, the players have to “program” their robots to take certain actions with the help of cards which they are dealt during the start of every round. The application will recreate these aspects of the game to provide the players with the same joy as the physical version.

To achieve these goals, we have derived the following user stories.

As a player I need to be able to have a map to play on:

**Acceptance criteria:** The game map must be generated.

**Work tasks:** An appropriate game map must be generated using Tiled.

**Demand:** The user story fulfils the demand to view the game board.

As a player I need to be able to view my, and the opponent’s robots on the game board:

**Acceptance criteria:** The robot’s position on the map must be clear to see.

**Work tasks:** Robots must be added to the map and be easy to distinguish.

**Demand:** The user story fulfils the demand to view the robots on the game board.

As a player I need to be able to move the robots:

**Acceptance criteria:** The robot must move as a response to a command.

**Work tasks:** Make the robots change position as a response to key commands.

**Demand:** The user story fulfils the demand to move the robots for testing purposes.

As a player I need to make progress towards win condition when visiting flags:

**Acceptance criteria:** The players progression towards winning increases as a flag is visited in the right order.

**Work tasks**: Create flag points which are distinguished and affect the players status when visited in the right order. Make sure that flag points that are visited in wrong order does not affect progression.

**Demand**: The user story fulfils the demand for robots being able to visit flags.

As a player I need to win the game when visiting all the flags on the map in the correct order:

**Acceptance criteria:** The player wins the game if last flag is visited.

**Work tasks:** Specify the win condition and make the flag being able to visit only when all the other flags are already visited.

**Demand:** The user story fulfils the demand for robot wining when visiting the flag.