

CP2406 – Programming 2

Assignment 1

SeungJun Bae

13352127

**User Stories**:

* As a player, I want network play so that I can play a game over Lan.
* As a player, I want a graphical user interface so that I can see the details.
* As a player, I want player choose the game so that I can start the game.
* As an achiever, I want the player can see the score, so I can let player feel rewarded.
* As an player, I want play can start the game and end the game.
* As an player, I want multiple functionality, so that player can play with friend
* As a user, I want to be able to also control my light cycle using the arrow keys for the appropriate direction to be able to drive properly.]
* As a user, I want to be able to speed up and slow down my bike, so I can make more precise movement.
* As a user, I want to be able to be able to play without setting up an account so that I can get in and just play.

**Spike Stories** – Some acceptance criteria

* No errors or bugging when the player use.
* The numbers are appeared randomly.
* No keeping same number as record

**UML class diagram**

