

User Stories

Personna	Problem/Situation	I would like Fiery Dragon that let me <do what when i am>	So that i can <achieve some goal>	Where i can feel <achieve some emotional goal>
Player	How many steps to move forward or backward	Uncover and see the number of animals on the dragon card	move forward or backward depending on the number of symbols on the dragon card	Motivated
Player	Unable to view players movement	Have my own dragon token	Know my current position and when will i clash with another player on the same volcano card	Excited
Player	Where to start and end the game	Have my own cave	Win the game by knowing the location of the cave	happy
Player	How to start the game	Start the game with my dragon token placed in a cave on the board game	Begin the game	Excited
Player	When to move forward	Move my dragon token forward if I successfully match the symbol on the dragon card	Move closer to victory	happy
Player	If i mistakenly choose a dragon card which doesn't match my dragon token or symbol of volcano card	End my turn if i fail to match the symbol of the dragon card	The game can proceed to next player	fun
Player	If I choose a pirate dragon card	Move my token back if I uncover a dragon card with pirate dragon	Increase the game difficulty	Excitement and unpredictability
Player	If I choose a dragon card with an excess number of symbols which is needed to	To cancel my move if I cannot return to my cave due to the excess number on the dragon card	Ensure fair gameplay and wait for the next turn	Suspense

	return to my cave			
Player	If I land on a volcano card that doesn't match my token animal	To inherit the symbol on the volcano card when I land on it	Have a new symbol that need to be match with the dragon card to increase the game difficulty	Happy
Player	When will the dragon card be reveal	To provide me with 16 dragon cards that are hidden to all players until they are flip	It's fair for all the players	Parity
Player	Is the type of dragon token allocated to the player randomly	Options to choose the dragon token that I want at the start of the game	Have the drive to play the game	Excited
Player	Where is my current location	Have my own dragon token	See my current location after certain movements	Anticipation
Player	Which direction should the game move	To move in clockwise direction	Know who is the next player to play	Calm
Player	What will happen if I required to move my dragon token onto a volcano card that occupied by another player's token	Cancel my move and remain in my current position	Prevents me from accidentally displacing another player's token	Fairness
Developer	How to choose game difficulty	Provide option to choose difficulty of game	Let the player adjust the game to their preference	Satisfied
Developer	Where to place all the dragon cards for the players	Place all the dragon cards in the middle of the board	Easier for the player to flip the dragon card	Seamless and engaging gameplay experience
Developer	How to easily recognise the symbol	Have different colours for each symbols	Easier for the player to remember the dragon card	Relief
Developer	Players may experience unfairness if there is unequal distribution of dragon cards for	Equal number of dragons cards for each symbol	Each player has equal chance to choose the symbol that match	Parity

	each symbol			
Developer	How to engage the players	Implement a feature for randomly arranging volcano cards	Offers a unique experience for the players to explore new challenges every time they play	Excited
Developer	How many players are allowed to play the game	Provide option to choose the number of players at the start of the game	Each player has its own cave and token	Excited
Developer	Players may start to lose interest if they encounter the same sequence of dragon cards repeatedly	Implement a feature for randomly arranging dragon cards	Keep them engaged and excited to discover new card combinations	Motivated