

ES Project - Phase 1

User Stories for non trivial functionalities

1º User Story

As a user, I wish the game to include special tiles with unique effects to make the gameplay more varied and strategic.

2º User Story

As a player, I want the ability to deepen my interactions with the native characters in the game, to enrich the narrative, obtain valuable information and influence the story arc.

3º User Story

As a new player, I want a set of starting missions to provide me with essential information and tips, so I can quickly grasp the basic gameplay concepts without feeling overwhelmed.

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