

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 like when entering a forest a event happens.

2º 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 like missions that document milestones like first time moving, create a settlement, etc.

Github Repository:

https://github.com/jmamorim/SE2324_57409_47994_53175_59457_56837_61891

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