

Project sprint #1

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Repo Link: <https://github.com/johniscool1/cs-449-project>

1. User Stories

ID	User Story Nam	User Stor Desc.	Priority	Est Effort (hrs)
1	Choose A board size	As a player, I want the board to be corectly made given the dimesions so that I can play the game with the correct di-mensions	1	1
2	Choose the game mode of a choosen board	As a Player, I want to choose what game mode I want to play so that I know the cri-teria for winning	1	2
3	Start a new game of the chosen board size and game mode	As a player, I want to choose the game board size and gamemode so that I can choose how difficult or how long the game might last.	1	2
4	Make a move in a simple game	As a player I want to make a move in a simple game so that I can form the se-quence SOS and win the game.	2	2
5	A simple game is over	As a player, I want to complete the first SOS sequence so that I win	2	3
6	Make a move in a general game	<i>AI:</i> As a player, I want to make a move during my turn in a general game so that I can strategically place my letters and work towards forming an SOS.	1	2
7	A general game is over	<i>AI :</i> As a player, I want to know when the general game is over so that I can under-stand the outcome and celebrate or reflect on my performance.	3	2

2. Acceptance Criteria

Player refers to a person taking a turn and the computer taking a turn

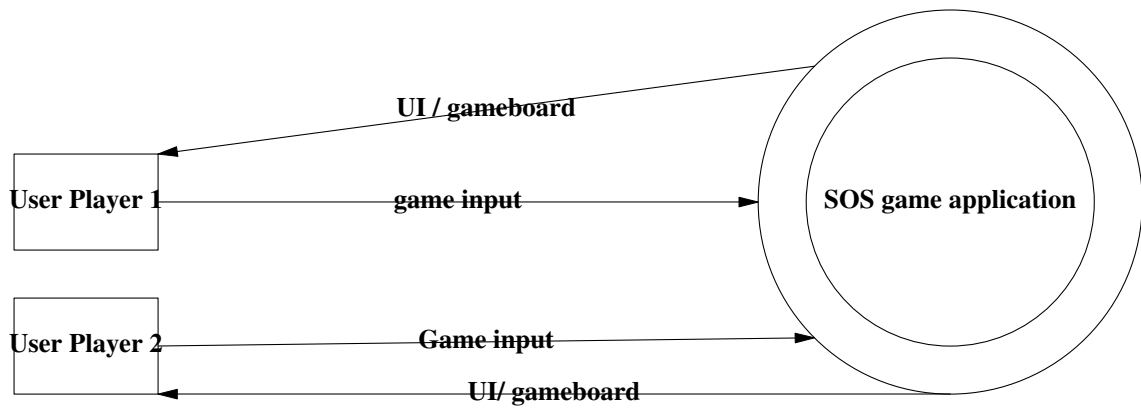
User Story ID and Name	AC ID	Description of acceptance criterion	Status
1. Choose a board size	1.1	AC 1.1 Player creates a valid board Given the board size x is > 2 and y > 2 When the user inputs x and y size of game board then show game board with given size	in progress
	1.2	AC 1.2 Player creates an invalid board Given the board size x is < 2 and y < 2 When the user inputs x and y size of game board Then give an error and tell the user to reenter a valid size	TODO
2. Choose the game mode of a chosen board	2.1	AC 2.1 User presses the simple game mode Given a user chooses the simple game mode When a user presses the simple game mode button Then initialize the simple game mode	toDo
	2.2	AC 2.1 User presses the General game button Given the user chooses to play a general game When the general game button is pressed Then initialize the general game mode	toDo
3. Start a new game of the chosen board and game size	3.1	AC 3.1 Start a new game Given the user has chosen a game mode and game size When the user wants to start the game Then Initialize the game And Show the game board	toDo
4. Make a move in a simple game	4.1	AC 4.1 Player places a S or O Given The player make a move When It is their turn and an S or O is selected and the player chooses a valid space and an SOS sequence is not completed then place the selected letter in the space	inProgress
	4.2	AC 4.2 move in an invalid space Given a Player makes a move When they click on a space occupied with a letter Then tell the user they are trying to play in an invalid space	toDo
5. A simple game is over	5.1	AC 5.1 simple game is over Given a player places the last letter to complete an SOS sequence When the player has placed a letter Then end the game And announce who won	toDo

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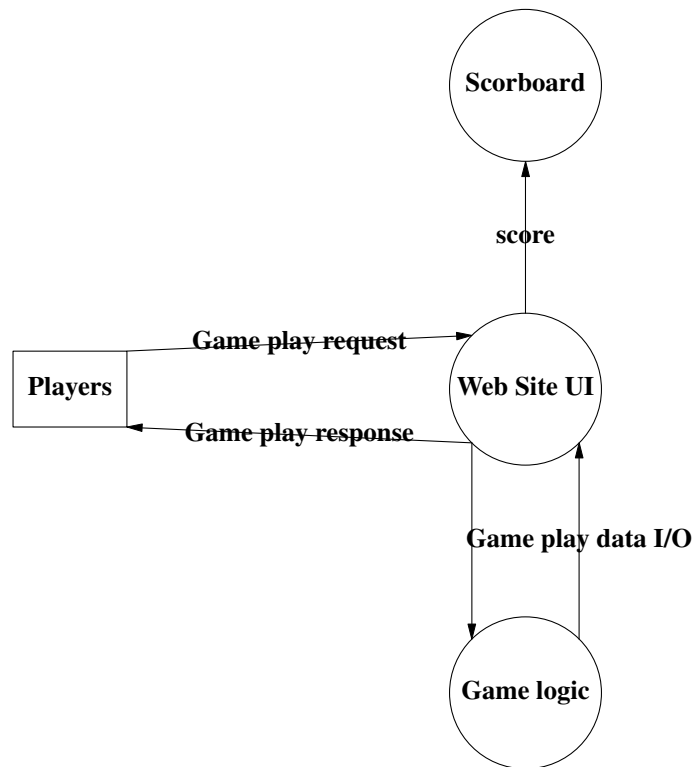
User Story ID and Name	AC ID	Description of acceptance criterion	Status
6. Make a move in a general game	6.1	AC 6.1 Player places a letter ('S' or 'O') Given it is the player's turn When they select an empty space on the board Then place the selected letter in the chosen space	inProgress
	6.2	AC 6.2 Form an SOS sequence Given it is the player's turn When the player successfully completes an SOS sequence Then the system should recognize and count the sequence	inProgress
	6.3	AC 6.3 Attempt to place letter in occupied space Given it is the player's turn When they try to place a letter in an already occupied space Then the system should prevent the move and display an error	inProgress
7. A general game is over	7.1	AC 7.1 Game ends when board is full Given the board is full When no more moves are possible Then the system should declare the game over	inProgress
	7.2	AC 7.2 Declare the winner Given the game is over When one player has more SOS sequences Then the system declares that player the winner	inProgress
	7.3	AC 7.3 Declare a draw Given the game is over When both players have the same number of SOS sequences Then the system declares a draw	inProgress

3. Data Flow diagram

DFD: SOS Game application



DFD: SOS Game application Level 1



AI screenshots

User stories

You are a game developer. Please generate a user story given the user story name. This is for the SOS game



Sure! Please provide the user story name, and I'll generate the user story for the SOS game.



Here's a user story for determining when a general SOS game is over, along with acceptance criteria:

User Story: General Game Is Over

- **As a player**, I want to know when the general game is over **so that I can understand the outcome and celebrate or reflect on my performance.**

User story: Make a move in a general game



Here's a detailed user story for making a move in a general SOS game, along with acceptance criteria:

User Story: Make a Move in General Game

- **As a player**, I want to make a move during my turn in a general game **so that I can strategically place my letters and work towards forming an SOS.**

Acceptance criteria

You are a game developer and I need you to write some acceptance criteria given the user story. The game is the SOS game. Please use this template when writing the acceptance criteria:

AC 1.2 <scenario description>

Given

When

Then

Please also format the it for groff tbl fitting into this table format:

.TS

center, box;

cb | cb | cb | cb

c | c | l | c.

T{

User Story ID

.br

and Name

T} AC ID Description of acceptance criterion

Status

-

Here are 2 user stories:

6. Make a move in a general game. (general game refers to playing the game until the board is filled) As a player, I want to make a move

during my turn in a general game so that I can strategically place my letters and work towards forming an SOS

7. A general game is over. As a player, I want to know when the general game is over so that I can understand the outcome and celebrate or reflect on my performance.



Here is the groff table with all excess spaces removed and tabs used for proper column separation:

groff

Copy code

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.TS
center, box;
cb | cb | cb | cb
c | c | l | c.
-
T{
6. Make a move in a general game
T} 6.1 T{
AC 6.1 Player places a letter ('S' or 'O')
.br
Given it is the player's turn
.br
When they select an empty space on the board
.br
Then place the selected letter in the chosen space
T} inProgress
- - - -
      6.2 T{
AC 6.2 Form an SOS sequence
.br
Given it is the player's turn
.br
When the player successfully completes an SOS sequence
.br
Then the system should recognize and count the sequence
T} inProgress
- - - -
      6.3 T{
AC 6.3 Attempt to place letter in occupied space
.br
Given it is the player's turn
.br
When they try to place a letter in an already occupied space
.br
Then the system should prevent the move and display an error
T} inProgress
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T{
7. A general game is over
T} 7.1 T{
AC 7.1 Game ends when board is full
.br
Given the board is full
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When no more moves are possible
.br
Then the system should declare the game over
T} inProgress
- - - -
      7.2 T{
AC 7.2 Game ends when board is full
```