WebCheckers Product Backlog

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# Sign-in

The player must be able to sign-in and sign-out.

### Player Sign-in

As a Player I want to sign-in so that I can play a game of checkers.

### Player Sign-out

As a player I want to sign-out so that I can leave the game of checkers at any point

# Gameplay

The Player plays a game of checkers using the American rules.

## Gameplay Progression

As a *Player* I want to move the checker pieces so that I can win the game.

### Moving the Pieces

As a Player I want to move the checker pieces in various move(s) so that I can defeat my opponent

### King Checker

As a Player I want to move my checker in the king row (as I progress through each tile) so that my king can move in all tiles.

### Win Condition

As a Player I want to eliminate all my opponents checker pieces so that I can win the game

## User Interface

As a Player I want to be able to view various interfaces so that I play the game with the best experience possible during gameplay

### Possible Moves

As a Player I want to view the possible moves with my checker piece so that I can get visual guidance

### Move History

As a Player I want to view the history of the moves that I made so I can make informed decisions based on that data

### Win to Lose ratio count

As a Player I want to see a Win-to-Lose ratio so I can view the wins and losses between me and my opponent

# Resignation

The Player must be able to resign (forfeit) any game he is playing.

### Forfeiting from the game

As a Player I want to be able to forfeit the game so that I can lose.

# Tournament

The Player must be able to sign in to a checker tournament with other players

## Registration

As a Player I want to be able to register to a tournament so that I can compete.

### Joining a list of tournaments

As a Player I want to view a list of available tournaments so that I can join them.

### Viewing list of players attending

As a Player I want to view a list of players on a tournament lobby so I can view how many players are participating.

### Receiving notification once ready

As a Player I want to be able to receive a notification when the tournament is ready to be played.

## Competition

As a Player I want to be able to win to win the tournament.

### Competing with other players

As a Player I want to be able to compete with other players so that I can progress through the ladder match

### Winning

As a Player I want to reach first place so that I can receive bragging rights on the tournament bracket page

### Forfeiting

As a Player I want to forfeit the game at any time so that I can leave the tournament match

# AI Player

The Player has an option to play ‘offline’ with an AI player.

### Playing with AI

As a Player I want to be able to play with an AI so that I can practice my matches in varying difficulties

### AI Moves

As an AI I want to be able to use backtracking method so that I can move my checker piece to a logical (and strategic) spot.