

USER STORIES FIT3077 SPRINT-1 TEAM 098 S1 2024				Notes and Preference
Persona	Problem / Situation	I would like UMS that let me <do what when I am>	So that I can <achieve more goal> What I can feel <achieve some emotional goal>	Notes
Player	To be able to see the token when you are playing the game, the token will appear around the track.	Seeing the token when playing would make the player to be able to see the token when it's moving around and being played around	It would be easier to differentiate myself with the other tokens and players, so that I can feel at ease and more focused knowing that I can keep track of things and differentiate coherently.	-
	As a player I am able to see the position of other players that are also playing the game with me, in real time.	Seeing other's players positions would make the player to be able to keep track of their opponents where the player can make strategic decisions from there	Seeing my token's position and other's tokens would help me create strategic decisions where i can win the game	-
	(Token) Move around the track	By making the player move the token, this would put the game in motion and enables the player to win later on	Moving the token would make the player have progress in the game. And by making progress, The player can win the game	-
	(Token) Different design / colour	Each player has to have unique design for their own tokens, in order to set apart the tokens between players	In order for the player to win, the player needs to know which token they are moving so they can win	-
	The game needs to end to prevent unlimited turns and laps	end the game, When a player have gone through a certain number of lap set from the game settings	The ability to win a game and preventing any unfair rules or cheats will make the game have a competitive and fun	-
Chit Card	Each chit card needs an animal assigned and marked on it	Determining the movement of the token is done by matching the animals on the chit card with the land the token is at	By moving the characters by matching the animals on the chit card, The player can move their token around the track in order to win	-
	The chit card needs to able to be flipped from a neutral picture to an animal marked on it	Seeing the pictures would be able to make the player try to memorize and match with the track layout	In order to make the player have progress, Their token needs to move around the track which is helped by flipping the chit cards and memorizing it	-
	Reshuffle the order of the chit cards	The game will reshuffle the order of the chit card everytime any player has done a lap	Refresh the game every lap and provides better pacing, This would make the game more fair and challenging for the players	-
Cave	Needs to act as the starting point for the token that is controlled by the player	Have the cave act as a starting point of the game where they can move out of it	Have the cave act as the end goal for each player so that they can win the game	-
	Needs to have the initial animal to come back to the cave	By having the player go back to the cave, it can increase the lap counter of the player who went back to the cave	When a way to win the game is provided, The players would have the proper motivations to win the game	-
	mark an animal symbol from the collection of chitcards marked on the cave	Determine the starting animal for each player	By having an animal marked on the cave, this would kickstart the game as it informs the players which animal symbol they should aim for to move forward	-
Track	Have the animals changed randomly on a specific number of turns	By changing the animal in a specific number of turns, this will give an advantage or disadvantage to the player	This would propose as a challenge, and can help with the pacing of the game	-
	mark an animal symbol from the collection of chitcards marked on the track	Determine whether the player is able to move forward	This is also another step in winning the game which can help give motivation to the players to win the game	-
Gambler's Den	Gives a random chance card to a player who landed on me	Give an advantage or a disadvantage to the player that can affect their winning pace	The chance of having an advantage over your opponents would give the player serotonin, but also the small chance it will punish the players would make them be more stressed	-
	Gives an option to the player if they want to take the chance card.	Gives an option to the player whether they want to try and get an advantage or skip to not get a disadvantage by pulling a card from a punishment deck	The player can opt to skip taking a chance card in order for them to feel more safe in their decisions.	-
	I want to give players ability to move if the card given doesn't affect their movements	Have an animal marked on me, in case the chance card doesn't affect the movement of whoever pulled the card	Move when the card doesnt affect me or when I don't choose to take the card ,this would make the game fair	-

Chance	When a card is drawn by any entity that has the ability to draw the cards	Give an advantage or a disadvantage to the player that can affect their winning pace	This could help the player to win the game and that the player's gamble will pay off and gain an advantage or maybe make them lose the game. This would make the player feel more stressed and the game intense	-
BLACK PIT	Forces the player to remember their last 2 chit card flips	Gives a punishment to the player when they aren't able to recreate the 1st 2 chit card flips	This would make the game more challenging, the pressure of having to remember the last 2 card flips would have the player more stressed and the stakes higher.	-
	I want to give players ability to move if the card given doesn't affect their movements	Have an animal marked on me, in case the punishment doesn't affect the movement of whoever pulled the card	This would make the player to be able to move, in case the punishment doesn't affect whoever pulled the card and still gives the player a chance to win	-
Punishment	A random punishment taken from a collection of punishments	Awards a random punishment to the player who is eligible to receive the punishment.	The chance of having the player's token to be affected when receiving. a punishment would make the game more challenging and the players more stressed	-
Legends				
Main Component From the Original Game				
Extensions and Ideas from the team				