

# **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.

**Github Repository:**

**[https://github.com/jmamorim/SE2324\\_57409\\_47994\\_53175\\_59457\\_56837\\_61891](https://github.com/jmamorim/SE2324_57409_47994_53175_59457_56837_61891)**

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