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### ***Defining Project Requirements - WebCheckers Product Backlog***

#### ***Sign-In***

- The player must be able to sign in and out.
- *Player Sign-In*
  - As a player, I want to be able to sign in to play a game of checkers.
- *Player Sign-Out*
  - As a player, I want to be able to sign out so someone else can sign in.

#### ***Gameplay***

- The player plays a game of checkers using the American Rules.
- **EPIC** *Start the game*
  - As a player, I want to start the game so that I can play checkers.
    - **EPIC** *Make the board*
      - As a player, I want a checkered board so any I can play checkers.
      - As a player, I want there to be 12 white and 12 red checkers to distinguish myself from the opponent.
- **EPIC** *Run the game*
  - As a player, I want to run the checkers game so that I can play it.

- **EPIC Movement**
  - As a player, I want to single jump diagonally so I can move forward in the game.
  - As a player, I want to multi-jump so I can capture multiple opponent pieces in one turn.
  - As a player, I want to get a king checker piece to move backward once I reach the opposite side of the board.
- **EPIC Ending the game**
  - As a player, I want to be able to resign at any point in the game to move on.
  - As a player, I want to win if my opponent has no more checkers remaining so I can move on.

### ***Enhancement Feature 1***

- ***Replay Option***
  - As a player, I want the game's replay to be move-by-move, so I can review it to improve further.

### ***Enhancement Feature 2***

- ***Undo option***
  - As a player, I want to undo my previous action so I can fix any mistakes I could have made in one turn.