

JunYu

1. As a game, I want the board to be empty at the start so that the players can decide on their own where they want their own tokens to be placed.
2. As a board, I want to have a total of 24 intersection points so that the players can place their respective tokens on them.
3. As a player , I want to have 9 tokens so that I can place them in the intersection points on the board.
4. As a player, I want to be given a turn alternately with the opponent in order to make a move so that the game is fair.
5. As a player, I want to be able to remove 1 token among all the tokens placed by the opponent after forming a “mil” so that I can gain advantage in the game.
6. As a player, I do not want the opponent to remove any of my token that is currently part of a “mil” so that the opponent has lesser choices to choose from for removal.
7. As a player, I want to be able to slide any 1 of my tokens along the board line to any adjacent empty intersection but not diagonally after all the 18 pieces of token has been placed on the board so that I can put the token into a better position for the game plan.
8. As a player, I want to be able to “jump” to any empty intersection when I only have 3 tokens left on the board so that it would be easier for me to win the game.
9. As a player, I want the game to come to an end when my opponent is left with less than 3 tokens on the board so that I can win the game.

10. ADDITIONAL GAME FEATURE(TBD)

Shoumil

1. As a game, I would like to have a board with 24 line intersections where pieces can be placed.
2. As a game, I want to let each player only put up to 9 pieces on the board each.
3. As a piece, I would like to move along a line to an adjacent position.
4. As a player, I would like to be able to remove an opponent's piece (that is not part of a mill) of my choosing from the board when I form a 'mill' during my turn.
5. As a player, I would like to move a piece to any empty position when I have three pieces left.
6. As a game, I would like to stop the game when a player has less than three pieces or nowhere to move and declare the other player the winner.