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.

Rachit

1. As a player, I want to be able to play the game with my opponent on the same device and application, so that I can have a more streamlined and straightforward user experience
2. As an admin, I want the game to be played between two players at the same time, so that the game supports a multiplayer experience
3. As a player, I want the game to have a good user interface, so that the game app is more engaging and fun to use
4. As a player, I want to have a quit option, so that I am not restricted to complete the whole game and can withdraw halfway.

5. As an admin, I want each player to have 9 tokens that can be placed on the board, so that each player can place their tokens to record their moves.
6. As a player, I want the colour of my tokens to be different from that of my opponent's, so that it is easy to differentiate between mine and the opponent's moves.
7. As an admin, I want a player to be declared a winner when they have less than 3 tokens left, so that the game can come to a conclusion.
8. As an admin, I want each player to have alternate turns, so that each player gets an equal number of moves in the game.

9MM: User Stories

1. As a game client, I want each player to be allocated with 9 tokens initially, so that they can use these tokens to make their moves throughout the game.

2. As a game board, I want to have 24 intersection points, so that the players can place their respective tokens on them and track the progress of the game.

3. As a player, I want to be able to place my tokens on the intersection points as per my preference, so that I can strategize my gameplay.

4. As a token, I want to be differently coloured from the opponent player's tokens, so that my player can distinctly track their moves.

5. As a player, I want to take alternate turns with my opponent, so that the game is fair and each player gets an equal number of moves.

6. As a game client, I want a mill to be formed when 3 tokens are placed together along a line on the board, so that the player with the mill gets an advantage.

7. As a token, I want to be able to slide along the board line to an adjacent empty intersection, so that my player can position me strategically.

8. As a game client, I want a player to be declared as the winner when the opponent has less than 3 tokens left on the board, so that the game can come to a conclusion.

9. As a player, I want to remove one of my opponent's tokens from the board after forming a mill, so that I can reduce my opponent's winning chances.

10. As a token, I want to be able to fly to any empty intersection when there are only 3 of my instances left on the board, so that it becomes more challenging for the opposing tokens to block my mill.

11. As a player, I want to be able to play the game with an opponent on the same device and application, so that I can enjoy a streamlined multiplayer game experience.

12. As a player, I want the game app to have a good user interface, so that the app is engaging and fun to use.

13. As a player, I want the game app to be responsive to any interaction I make even it is not my turn in the game, so that

14. As a player, I want the game to display which player's turn it is, so that I can be aware when I need to make a move.

[Advanced Feature]

15. As a player, I want an option to play against the computer, so that I can practice and enjoy playing individually.

16. As a computer, I want to be able to play random moves among all valid moves, so that the player has a complete fair gaming experience.

17. As a player, I want the computer to make quick moves, so that I can progress quickly in the individual mode of the game.