

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

[Advanced Feature]

13. As a player, I want an option to play against the computer, so that I can practice and enjoy playing individually.
14. 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.