

Project Sprint #1

The SOS game is described in CS449HomeworkOverview.docx. You should read the description very carefully.

In this assignment, you aim to specify the requirements (i.e., user stories and acceptance criteria) of the target software that allows a human player to play a simple or general SOS game against a human opponent. These requirements will be fully implemented by the end of sprint 3. The minimum features include **choosing the board size, choosing the game mode (simple or general), starting a new game, making a move (in a simple or general game), determining if a simple or general game is over**. The following is a sample GUI layout.

SOS ☒ Simple game ☐ General game
Board size

Blue player

☒ S
☐ O

Red player

☒ S
☐ O

	S						
					O		
			S				
		O			S		
	S						
	O						
	S	S			S	O	S

Current turn: blue (or red)

Figure 1. Sample GUI layout of the first working program by the end of Sprint 3

Use the following tables to document your user stories and acceptance criteria.

I. User Stories (3 points)

● User Story Template: As a

<role>, I want <goal> [so that <benefit>]

ID	User Story Name	User Story Description	Priority	Estimated effort (hours)
1	Choose a board size	As a player, I want a board so I can begin a new game.	1	3
2	Choose the game mode of a chosen board	As a player, I want to choose a game board, so I can pick difficulty.	1.5	2
3	Start a new game of the chosen board size and game mode	As a player, I want to start a new game with the chosen preferences so I can begin to play.	2	3
4	Make a move in a simple game	As a player, I want to make a move in a simple game so I can advance in the game.	2.5	3
5	A simple game is over	As a player, I want to finish the game so I start a new one or stop.	3	2
6	Make a move in a general game	As a player, I want to make a move in a general game so I can advance in a general game.	3.5	3
7	A general game is over	As a player, I want to finish the general game so I can start over or stop.	4	2

II. Acceptance Criteria (AC) (12 points): Add/delete rows as needed.

User Story ID and Name	AC ID	Description of Acceptance Criterion	Status (completed, toDo, inProgress)
1. Choose a board size	1.1	AC 1.1 Board size options Given list of board size options When a player chooses size Then board should be displayed with player's preferences	Completed
	1.2	AC 1.2 Board size not selected	Completed

		Given list of board size options When a player fails to choose board size Then player is prompted to try again	
	...		
2. Choose the game mode of a chosen board	2.1	AC 2.1 gamemode options Given options for which game mode When player selects game mode (general/simple) Then the selected gamemode is displayed	Completed
	...		
3. Start a new game of the chosen board size and game mode	3.1	AC 3.1 a new game is started Given chosen game board and game mode When a player starts game Then a new game is started (either simple or general)	Completed
4. Make a move in a simple game	4.1	AC 4.1 a move is made in simple game Given a move by player When player moves piece Then display the move then other player's turn	Completed
5. A simple game is over	5.1	AC 5.1 a simple game is over Given game over When the simple game ends Then display game over and give options for new game	Completed
6. Make a move in a general game	6.1	AC 6.1 a move made in a general game When player makes a move Then display the move then other player's turn	Completed
7. A general game is over	7.1	AC 7.1 a general game is over Given general game over When general game ends Then display game over and give options for new game	Completed