

User Stories

Usability		Basic Requirement		Advanced Requirement	
<p>As a player, I want to know how many tokens are active and placed in the game for each player, so that I can have a better understanding of the game state.</p>	<p>As the system, I want to inform the players if an invalid move is being made, so that the game maintains integrity.</p>	<p>As the system, I want to randomly assign the starting player for each new game, so that both players have an equal opportunity to start first.</p>	<p>As a player, when I form a mill, I want to remove one of my opponent's token that is part of a mill if all of their tokens are part of a mill, so that I can increase my chance to win.</p>	<p>As a player, I want to undo the last move of the game until there are no more previous moves available, so that I can make another move instead.</p>	<p>As a player, I want to have a way to go back to the home page from a currently active game, so that I can start another game or resume a previously saved game.</p>
<p>As a player, I want to know how many tokens are unplaced, so that I know how many turns I have until I can start moving my tokens.</p>	<p>As the system, I want to notify the player when they form mill, so that they can remove one of their opponet's tokens.</p>	<p>As the system, I want the players to place all their tokens before moving any of them during their turns, so that they have more options for movement under a fair condition.</p>	<p>As the board, I want to highlight which of the opponent's tokens can be removed when a player forms a mill, so that the player will not try to remove an invalid token.</p>	<p>As a player, I want to start a new game, so that I can play more games.</p>	
<p>As a player, I want to know whose turn it is in the game, so that I can make action at the right time.</p>		<p>As the board, I want the players to only move their tokens to adjacent positions during their turns, so that it adds some complexities and a fair game can be played.</p>	<p>As a player, when I have only 3 active tokens left, I want to "fly" any one of them during my remaining turns, so that I don't lose too soon.</p>	<p>As a player, I want to save the state of the currently active game automatically when I quit, so that I can resume the game later.</p>	
<p>As a board, I want to have clear markings that indicate different positions a token can be placed, so that the players can easily identify available positions for their tokens.</p>		<p>As a player, I want to move one of my active tokens to a desired position during each of my turns, so that I can attempt forming mill.</p>	<p>As the system, I want to announce a player as the winner when the other player has only 2 active tokens left or if they are unable to move, so that the game can end.</p>	<p>As the system, I want to save the game state of each turn as a text file, so that the players can resume the game from where they left it and undo any previous moves if they want.</p>	
<p>As a token, I want a different apperance that distinguishes me from my opponent, so that the players can easily recognise their own pieces.</p>		<p>As a player, I want to remove one of my opponent's tokens that is not part of a mill every time I form a mill, so that I can take advantage in the game.</p>		<p>As a player, I want to reload any previously saved game(s), so that I can continue playing any of them when I want to.</p>	