CS 449 Sprint #1

# GitHub Link

# <https://github.com/talen1/SOS-game.git>

# User Stories:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ID | User Story Name | User Story Description | Priority | Estimated effort (hours) |
| 1 | Choose a board size | As a player, I want to choose the board size so that I can adjust the difficulty of the game. | High | 3 |
| 2 | Choose the game mode of a board | As a player, I want to choose between a simple or general game mode so that I can play different types of games. | High | 2 |
| 3 | Start a new game | As a player, I want to start a new game with the selected board size and game mode so that I can play SOS. | Medium | 2.5 |
| 4 | Make a move in a simple game | As a player, I want to place either an "S" or an "O" on the board during my turn so that I can try to win the game. | High | 4 |
| 5 | Simple game completion | As a player, I want to know when the game is over if an SOS is formed, so I can see if I have won. | High | 1.5 |

# Acceptance Criteria (AC):

|  |  |  |  |
| --- | --- | --- | --- |
| User Story ID and Name | AC ID | Description of Acceptance Criterion | Status |
| 1. Choose a board size | 1.1 | Given the game setup screen, when the player selects a valid board size, then the chosen size is applied to the game. | To Do |
| 1. Choose a board size | 1.2 | Given an invalid board size (n ≤ 2), when the player tries to start the game, then an error message is displayed. | To Do |
| 2. Choose the game mode of a board | 2.1 | Given the game setup screen, when the player selects either simple or general mode, then the mode is applied to the game. | To Do |
| 2. Choose the game mode of a board | 2.2 | Given no game mode selected, when the player tries to start the game, then the default mode (simple) is applied. | To Do |
| 3. Start a new game | 3.1 | Given the game setup screen, when the player presses "Start Game," then the new game begins with the chosen board and mode. | To Do |
| 4. Make a move in a simple game | 4.1 | Given a player’s turn, when the player selects a valid square, then the letter (S or O) is placed in that square. | To Do |
| 5. Simple game completion | 5.1 | Given a completed SOS sequence, when a player forms SOS, then the game ends and that player is declared the winner. | To Do |

# Data Flow Diagram (DFD)

Made On draw.io

# Screenshots of ChatGPT Prompts and Corrections

A screenshot of a computer

Description automatically generated

This above is the Chat prompt that I had with GPT having GPT make User Stories and Acceptance Criteria with Vague instructions

A screenshot of a computer screen

Description automatically generated

This above is the Acceptance Criteria and User Stories. I will say I used little to none formulating my acceptance criteria as well as my user stories due to the fact of GPT getting Vague details as well as the format was very incorrect. I decided to use my own format and entries just for the sake of keeping things fluid than using an AI chat prompt to create my stories and criteria. I will note it did make it easier for me to structure my User Stories and Acceptance Criteria

# Conclusion

Sprint 1 has focused on defining the user stories and acceptance criteria for the SOS game. The foundation has been laid for selecting board size, game mode, and beginning gameplay, which will be fully implemented by Sprint 3 allowing a fully working game with minor tweaks and refinements.