BASE GAME:

1. As a player
   I want to be able to arrange the volcano cards before the start of each game
   so that I can keep my gaming experience fresh and engaging

2. As a player
   I want to be able to arrange the caves in the order I want before the start of each game
   so that I can determine the starting positions of each token, and create a unique gameplay experience

3. As a player
   I want to be able to select a specific chit card to flip
   so that I can choose which chit card to reveal next

4. As a player
   I want the chit card to flip itself after I select it
   so that I know what animal is on the chit card

5. As a player
   I want my token to automatically move forward/backward according to the chit card I flipped
   so that I don't have to manually move my token and can focus on memorizing the chit card locations

6. As a game board
   I want players to be able to select another chit card if the current chit card they flipped has a matching animal to the tile/cave their token is standing on
   so that they can continue with their turn and be rewarded for memorizing chit card locations correctly

7. As a player
   I want the chit cards that have been flipped over by me to be automatically flipped back after my turn ends
   so that I don't have to spend time manually flipping chit cards back after each turn

8. As a game board
   I want the current token to not move if the target tile already has a token on it
   so that two tokens will not exist on the same tile

9. As a game board
   I want the game to manage and keep track of player turns (in a clockwise fashion)
   so that no players will accidentally miss their turn

10. As a player
    I want a clear visual indication of whose turn it is
    so that I can avoid confusion and know when it's my turn to play

11. As a game board
    I want the game to prevent the player from trying to select the same chit card again on the same turn
    so that the player is forced to choose another chit card that they have yet to select on their current turn

12. As a player
    I want the game to give visual feedback when a player has won the game (When a player's token does 1 clockwise revolution around the board and lands exactly on the cave they started from)
    so that I know that the game has ended and who the winner is

13. As a player
    I want to have the option to choose to start a new game after the previous game has ended
    so that I can play another round immediately after the last one

14. As a game board
    I want all the chit cards to be flipped back and shuffled around before the start of each game
    so that that the chit cards will be in different locations in the next game and players have to memorize the locations from scratch

15. As a game board
    I want all player tokens to be reset back to their original starting caves before the start of each game
    so that the tokens are in their correct starting positions at the start of the game

16. As a game board
    I want to pass the player's turn immediately, having their token stay put, if the chit card they flip does not allow them to exactly land on their starting cave
    so that tokens will not move past their cave after one revolution

EXTENSION:
1. As a player
   I want to be able to select the number of players before the start of the game
   So that I can play with more people or less people depending on my situation

2. As a player
   I want to be able to have the option to read the game rules at any point in time during the game
   so that I can quickly refer to the game rules in the case I forget or am not sure

3. As a player
   I want to be able to modify the number chit card types there are before the start of the game
   So that I can increase or decrease the difficulty of memorizing the chit card locations as I please

4. As a player
   I want to option to add more 'debuff' chit cards (cards that hinder the players progress) like Pirate Card before the start of the game
   So that the risk of flipping over new chit cards will be higher, increasing the difficulty and excitement of the game

5. As a player
   I want to be able to customize the number of tiles of the gameboard before the start of the game
   so that I can have a more dynamic experience and keep the game fresh

6. As a player
   I want the option to have a timer feature that limits each player's turn time
   so that I can make the game more exciting and challenging

7. As a player
   I want to be able to play against computer-controlled opponents of varying difficulty levels (easy, medium, hard)
   so that I can still play the game even when I don't have other people around

8. As a player
   I want visual feedback if I attempt to make an illegal move like trying to select the same chit card again on the same move
   so that I will understand that the current move is not allowed, prompting me to try another move instead

9. As a player
   I want the option to either reuse my current volcano card and cave layout or rearrange them starting from scratch if I choose to start a new game after the old one has ended
   so that I can reuse the same layout and save time, or make a new layout if I want to change things up