

Noun

The Echoes of Ur

Player

Player

GameBoard

GameBoard

Space

Space

Piece

Player

Objective

Player

Player

Die

Player

Die

Player

Turn

Player

Player

Piece

Target space

Piece

Piece

Piece

Piece

Piece

Piece

Space

Piece

Game

Piece

Die roll

Player

Player

Player

Associated verb / verb phrase

is a two-player race game

controls four game pieces

controls four game pieces

resembles a Mesopotamian ruin

has twenty spaces arranged with 3x4 box at the top and 3x2 box at the bottom with two spaces connecting the middle, like the traditional board of the Royal Game of Ur

resembles a block of stone (maybe limestone)

resembles a block of stone with cuneiform lettering (space #4,#8,#14)

follows a parallel movement path through the board spaces

starts with all four of their game pieces in a "starting zone"

is to move all four of your pieces onto and through the board, following the player's movement path, and finally off the board into the player's goal zone before their opponent does

takes turns [with their opponent]

rolls a four-sided die

yields values between 0 and 3

rolls a six-sided die

yields values between 0 and 5

[if] rolls a 0 [then turn is skipped]

is skipped if a player rolls a 0

can place a new piece on the board [if rolls a non-zero number]

can move one of their pieces already in play [if rolls a non-zero number]

has a target space

is determined by [piece's] current position plus the die roll

is considered "moveable" if its target space is [either] unoccupied [altogether] or if it is occupied by an opponent's piece [unless the occupied space is a "safe space"]

allows for capture unless the space is designated as safe

lands on a space occupied by an opponent

lands on an echo

is captured [by opponent's piece]

is returned to their starting zone [if captured by opponent's piece]

is designated as safe [space #4,#8,#14]

cannot move into a space occupied by another of the same player's pieces

includes an important rule for removing pieces [from the game board and into the goal zone]

moves off the board into the goal zone

must exactly match the number of spaces remaining along that piece's movement path
[in order to move off the board into the goal zone]

must [for example] roll a 3 to move a piece from space 5 to the goal zone

[is rewarded with an extra die roll if] successfully moves a piece onto a safe space

[wins the game if] first to move all of their pieces off the board

Corresponding user stories
(note: for formatting and readability purposes, "Wrap Text" is turned on for all cells from Column D onward)

Likely responsible class

GameBoard

[Game setup and Visual Design] As a player, I want to control one side of the board so that I have a distinct identity from that of my opponent.

GameBoard

[Game setup and Visual Design] As a player, I want to control either the crabs or lobsters so that I have a distinct identity from that of my opponent.

GameBoard

[Game setup and Visual Design] As a player, I want to control either the crabs or lobsters so that I have a distinct identity from that of my opponent.

GameBoard

[Game setup and Visual Design] As a player, I want to see a visually clear gameboard with a Mesopotamian theme so that I can feel immersed in the setting.

GameBoard

[Game Setup and Visual Design] As a developer, I want to create a Royal Game of Ur gameboard with a Mesopotamian background so that the game has a distinct visual identity and design that is easy to understand.

Space **[Game Setup and Visual Design]** As an artist, I want to design each board space as a block of stone image, with the exception of the center space (space 4) being cuneiform lettering so that it can be visually recognized as a “safe” space.

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GameBoard **[Game Setup and Visual Design]** As a developer, I want to create starting and goal zones off the board so that the starting and ending positions of the parallel movement paths are clear to each player.

GameBoard **[Game Setup and Visual Design]** As a player, I want my pieces to be positioned in a starting zone at my end of the board so that I can clearly see where my pieces begin.

GameBoard **[Game Setup and Visual Design]** As a developer, I want to create starting and goal zones off the board so that the starting and ending positions of the parallel movement paths are clear to each player.

GameBoard **[Turn Management]** As a developer, I want to track whose turn it is so that the game can alternate play automatically.

[Die Rolling and Gameplay Mechanics]

As a player, I want to roll a die with face values between 0 and 3, with each value having a certain chance of being rolled so that I know how many spaces I can move.

GameBoard

[Die Rolling and Gameplay Mechanics]

As a player, I want to roll a die with face values between 0 and 3, with each value having a certain chance of being rolled so that I know how many spaces I can move.

Die

[Die Rolling and Gameplay Mechanics]

As a player, I want to roll a die with face values between 0 and 5, with each value having a certain chance of being rolled so that I know how many spaces I can move after landing on an echo.

GameBoard

[Die Rolling and Gameplay Mechanics]

As a player, I want to roll a die with face values between 0 and 5, with each value having a certain chance of being rolled so that I know how many spaces I can move after landing on an echo.

Die

[Die Rolling and Gameplay Mechanics]

As a player, I want to have my turn skipped if I roll a 0 so that I can know the consequences of rolling that value and to increase the degree of tension in the game.

GameBoard

[Die Rolling and Gameplay Mechanics]

As a player, I want to have my turn skipped if I roll a 0 so that I can know the consequences of rolling that value and to increase the degree of tension in the game.

GameBoard

[Die Rolling and Gameplay Mechanics]

As a player, I want to decide whether to add a new piece to the board or move an existing one so that I have strategic choices.

GameBoard

[Die Rolling and Gameplay Mechanics]

As a player, I want to decide whether to add a new piece to the board or move an existing one so that I have strategic choices.

GameBoard

[Piece Movement and Capture Rules]

As a player, I want to know where each piece can move based on the die roll so that I can plan my strategy accordingly.

PlayerPiece

[Piece Movement and Capture Rules]

As a player, I want to know where each piece can move based on the die roll so that I can plan my strategy accordingly.

GameBoard

[Piece Movement and Capture Rules]

As a player, I want my pieces to move only if their target space is unoccupied or occupied by an opponent's piece so that I understand the moveability rules.

GameBoard / PlayerPiece

[Piece Movement and Capture Rules]

As a developer, I want to highlight the safe space when a piece is on it so that players are reminded of that piece being protected from capture.

GameBoard

[Piece Movement and Capture Rules]

As a player, I want my pieces to move only if their target space is unoccupied or occupied by an opponent's piece so that I understand the moveability rules.

GameBoard

GameBoard	<p>[Piece Movement and Capture Rules] As a player, I want my pieces to move according to the rules placed by echo mechanics.</p>
GameBoard	<p>[Piece Movement and Capture Rules] As a player, I want to capture my opponent's pieces when I land on an occupied space that isn't safe so that I can gain an advantage by resetting their pieces.</p>
GameBoard / PlayerPiece	<p>[Piece Movement and Capture Rules] As a player, I want captured pieces to be sent back to the opponent's starting zone so that I know they must start over.</p>
Space	<p>[Piece Movement and Capture Rules] As a developer, I want to highlight the safe space when a piece is on it so that players are reminded of that piece being protected from capture.</p>
GameBoard	<p>[Piece Movement and Capture Rules] As a developer, I want pieces to be prevented from moving into spaces occupied by another of the same player's pieces so that the rules pertaining to movement restrictions are enforced.</p>
GameBoard	<p>[Turn Management and Win Condition] As a player, I want to move a piece into the goal zone only if my die roll exactly matches the number of spaces remaining so that I understand the challenge of getting pieces off the board.</p>

[Turn Management and Win Condition] As a developer, I want the game to check after each turn if a player has moved all their pieces to the goal zone so that the program logic can identify the win condition.

GameBoard / PlayerPiece

[Turn Management and Win Condition] As a player, I want to move a piece into the goal zone only if my die roll exactly matches the number of spaces remaining so that I understand the challenge of getting pieces off the board.

GameBoard

[Turn Management and Win Condition] As a player, I want to move a piece into the goal zone only if my die roll exactly matches the number of spaces remaining so that I understand the challenge of getting pieces off the board.

GameBoard

[Piece Movement and Capture Rules] As a player, I want to roll again if I successfully move a piece onto the safe space so that I feel a sense of reward for making strategic decisions (and for getting a stroke of good luck).

GameBoard

[Turn Management and Win Condition] As a developer, I want the game to check after each turn if a player has moved all their pieces to the goal zone so that the program logic can identify the win condition.

GameBoard

[Game setup and Visual Design]

As a player, I want to control four game pieces so that the game has an appropriate duration that's neither too long nor too short.

[Game setup and Visual Design]

As a player, I want to control four game pieces so that the game has an appropriate duration that's neither too long nor too short.

[Game Setup and Visual Design]

As a developer, I want to create a linear seven-space gameboard with a Mesopotamian background so that the game has a distinct visual identity and design that is easy to understand.

[Game setup and Visual Design] As an artist, I want to design distinct sprites for each side so that players can easily identify their pieces.

[Game setup and Visual Design] As an artist, I want to design distinct sprites for each side so that players can easily identify their pieces.

[Game Setup and Visual Design]

As a developer, I want to create starting and goal zones off the board so that the starting and ending positions of the parallel movement paths are clear to each player.

[Die Rolling and Gameplay Mechanics] As a developer, I want to update the gameboard based on each die roll so that the state of the game is properly maintained from one turn to the next.

[Die Rolling and Gameplay Mechanics] As a developer, I want to implement a four-sided die that produces values between 0 and 3 so that the game takes an appropriate amount of time to play.

[Die Rolling and Gameplay Mechanics] As a developer, I want to implement a four-sided die that produces values between 0 and 3 so that the game takes an appropriate amount of time to play.

[User Interface and Feedback] As a player, I want to see the current die roll value and to know which pieces are moveable so that I know what options I have during my turn.

[Die Rolling and Gameplay Mechanics] As a developer, I want to implement a six-sided die that produces values between 0 and 5 so that the game can change instantly when landing on an echo.

[Die Rolling and Gameplay Mechanics] As a developer, I want to implement a six-sided die that produces values between 0 and 5 so that the game can change instantly when landing on an echo.

[User Interface and Feedback] As a player, I want to see the current die roll value and to know how far my piece on an echo will be forced to move.

[Piece Movement and Capture Rules] As a player, I want my pieces to move only if their target space is unoccupied or occupied by an opponent's piece so that I understand the moveability rules.

[Piece Movement and Capture Rules] As a developer, I want each piece to recognize its target space based on the die roll so that the program logic can accurately determine moveability and capture rules.

[User Interface and Feedback] As a player, I want to see the current die roll value and to know which pieces are moveable so that I know what options I have during my turn.

[Piece Movement and Capture Rules] As a player, I want to know if my piece can move to a safe space (space 4) so that I understand that my piece will be protected there.

[Piece Movement and Capture Rules] As a developer, I want each piece to recognize its target space based on the die roll so that the program logic can accurately determine moveability and capture rules.

[User Interface and Feedback] As a developer, I want to display the current die roll value and indicate which pieces are moveable so that players understand their play options for each turn.

[User Interface and Feedback] As a player, I want to know when a piece lands on the safe space so that I understand when it's protected from capture.

[Piece Movement and Capture Rules] As a player, I want to know if my piece can move to a safe space with an echo and go to the end of the beginning safe zone or the beginning of the end safe zone when I land on it.

[Piece Movement and Capture Rules] As a developer, I want to program each piece to recognize unoccupied spaces, opponent-occupied spaces, and safe spaces so that the game correctly enforces moveability rules.

[Piece Movement and Capture Rules] As a player, I want captured pieces to be sent back to the opponent's starting zone so that I know they must start over.

[Piece Movement and Capture Rules] As a developer, I want pieces to return to their starting zones when captured so that the program logic enforces the rule that captured pieces must restart.

[Piece Movement and Capture Rules] As a developer, I want pieces to return to their starting zones when captured so that the program logic enforces the rule that captured pieces must restart.

[Die Rolling and Gameplay Mechanics] As a developer, I want to update the gameboard based on each die roll so that the state of the game is properly maintained from one turn to the next.

[User Interface and Feedback] As a player, I want to know when a piece lands on the safe space so that I understand when it's protected from capture.

[User Interface and Feedback] As a developer, I want to highlight when a piece lands on the safe space (e.g., using visual cues) so that the player is aware of that piece's protected status.

[Turn Management and Win Condition] As a player, I want to move a piece into the goal zone only if my die roll exactly matches the number of spaces remaining so that I understand the challenge of getting pieces off the board.

[Turn Management and Win Condition] As a player, I want to be notified when all my pieces are in the goal zone so that I know that I've won.

[Turn Management and Win Condition] As a player, I want the game to display a message declaring the winner so that the game has a satisfying and unambiguous ending.