User Stories Sprint 2:

**Story 1**

Points: 8

Priority: high

As a player

I want to see my token on the board

so that I know where I currently am while playing the game

Details: This story was chosen because we thought that having a visual representation of your player/piece within the game was a necessary feature that would allow the gameplay to greatly improve. Wei-Hao Chen completed this in Sprint 2.

**Story 2**

Points: 4

Priority: medium

As a player

I want to see a list of all the players' money/properties

so that I can know who owns what.

Details: This story was chosen because having an understanding of the property and money of your competitors is necessary in order to make moves and/or calculate decisions within the game. Money and property are how players are able to judge how well they are doing within the game up to that point. Nathan Ackerman completed this in Sprint 2.

**Story 3**

Points: 8

Priority: high

As a player

I want to be able to buy properties

so that I can make my way to victory by buying lots of properties.

Details: This story was chosen because having the ability to buy property is one of the most fundamental actions in the game. Buying property and charging rent is how players are able to get ahead within the game so we thought that this feature should be added early in this sprint. Keith Blake completed this in Sprint 2 and it is currently in the testing process.

**Story 4**

Points: 8

Priority: high

As a player

I want to be able to roll the dice

so that I can move around the board

Details: Rolling the dice is a very fundamental feature in our game. We thought that it was important to have the rolling dice feature created and functional as soon as possible so that we could build off the game from it. Keith Blake completed this in Sprint 2.

**Story 5**

Points: 4

Priority: low

As a player

I want help documentation

So that I can clear up rules and learn functionality

Details: This user story was chose because we felt that some basic documentation on gameplay rules could be helpful to players that may not have as much experience playing real estate based board games (e.g. Monopoly). This help feature allows players to quickly read rules and insights into the game. Nathan Ackerman worked on this in Sprint 2 and this user story is still currently under construction (The feature has been added/ The actual rules have not been placed into text yet).

Overall:

These user stories were all selected based on the idea that sprint 2 should focus on building the fundamental functionality of the game. These features that were created and developed in sprint 2 were, by our group’s standards, the features most vital to gameplay. Based on this, we decided to try to implement these fundamental capabilities before attempting to add other non-vital actions to our game of Oakland Oligarchy.