User Stories Sprint 3:

**Story 1**

Points: 8

Priority: high

As a user

I want to have a clock displayed

So that I know how much I have spent playing this game

Details: This story was chosen because it was a requirement from the customer and it’s informative to show how long the game has progressed to the players. Nick Ackerman completed this in Sprint 3.

**Story 2**

Points: 4

Priority: medium

As a player

I want to see action tiles in the game

So that I can experience new and exciting events that can either hurt or help me towards victory

Details: Action tiles are tiles with various events, a player could potentially pull ahead or get left behind by the others. Action tiles make the game to progress in a more dynamic way, for the chances of getting good or bad events are all random. Alex Furst completed this in Sprint 3.

**Story 3**

Points: 16

Priority: medium

As a player

I want to be able to trade/sell properties

So that I can asset that are more dynamic.

Details: This story was chosen because trading property tiles is a way for the players to interact with each other, in order to make the game play more dynamic. Trading tiles can potentially bring back a losing player into the game, which allows the game to progress longer. Wei-Hao Chen completed this in Sprint 3.

**Overall:**

These user stories were all selected based on the idea that sprint 3 should focus on constructing the interactions in the game, such as action tiles and trading system, which are the game play aspects of the overall game. Even though there weren’t as many stories completed as the last sprint, these functionalities played a greater role in the entire game because they are the ones that determines the entertaining aspects of the game, and they are the major purpose of the entire game. If last sprint were the skeletons of the game, then this sprint would be the crucial organs of the game.