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. Nate 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.

**Story 4**

Points: 8

Priority: medium

As a player

I want to be able to auction my properties

So that the play is more dynamic.

Details: This story was chosen because auctioning property tiles is a way for the players to interact with each other, to make the game play more dynamic. It is different from trading properties because auctioning properties allows players to bid on the property, which means the player auctioning cannot decide the price of the final price for the property, the players who are bidding are the ones deciding. Keith Blake and Nate Ackerman completed this in Sprint 3.

**Story 5**

Points:4

As a player

I want to lose the game once I run out of money and assets

So that a clear winner can be established and the game can end

Details: This story was chosen because it was a requirement for this sprint. It was also much needed functionality because without it, nobody would win or lose the game, making it pointless to play. Keith Blake completed this.

**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 than last sprint in the entire game because they are the ones that determine the entertaining aspects of the game, and they are the major purpose of the entire game. If last sprint was the skeletons of the game, then this sprint would be the crucial organs of the game.