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| **Sprint** | **As a player, I want...** | **So that...** | **Acceptance Criteria** |
| 1 | To place a piece | I can form a mill | Piece is placed in an empty spot  Piece is removed from player’s stack of pieces |
| 1 | To form a mill | I can remove my opponent’s piece | True when 3 pieces for one player are placed in a line  Checks after every piece is placed |
| 1 | To remove my opponent’s piece | I can win the game | Allows player to select an opponent’s piece to be removed  Opponent’s piece is successfully removed  Checks if opponent is down to 2 pieces |
| 1 | To be congratulated when I win a game | The victor is evident | Declares victory for player when opponent reaches two pieces |
| 1 | To “fly” my pieces around the board (3rd phase) | So that I have a chance to turn the match to my favor | Allows player with only 3 pieces to move their pieces anywhere |
| 2 | To keep track of match wins/losses | I can have a tournament with another player | Keeps score  Clears board  Resets number of pieces  Allows game to restart |
| 2 | To identify myself by name in the game | To help me track whose turn it is and my total wins/losses | Allows player to change “White Player” or “Black Player” to something else |
| 2 | To know how many game pieces I have left to place (1st phase) | I can strategize where all my pieces might go | Shows stack of pieces off to the side of the board or just a number |
| 3 | To play 3, 6, or 12 Men’s Morris | I can have more variety in my life | Board changes to correct board  Player is given appropriate number of pieces |