

User story: As a... I need... to..."

### **Epic 1**

1. As a player I need choose a province to do different things with.
3. As a player I need to choose how many units to attack with.
4. As a player I need to be able to attack another province to try to conquer it.
5. As a game I need to give random numbers to determine the loss of units to each province in an attack.
6. As a player I need to choose if I want to attack (again) to move forward in my turn.
2. As a player I need to move units from one province to another to fortify said province.

### **Epic 2**

7. As a player I need to place a specified number of units on a province to use my bonus units each round.
- As a game I need to know if a player owns an entire continent in order to deal continent bonuses.
8. As a game I need to know if a player has conquered a province in this turn in order to deal one card if that is the case.
9. As a player I need to view and handle my cards in order to turn cards in for bonuses.

### **Epic 3**

10. As a player I need to zoom in and drag around the map to get a good view of the map.
- 10.1. As a player I need to zoom out again to get an overview of the map.

### **Epic 4**

- As a user I need to choose between hot seat or online multiplayer to play either hot seat or online multiplayer.
- As a user I need to notify the server that I want other players to join my game to start an online multiplayer game.
13. As a user I need to see and choose to join another user's lobbies to join an online multiplayer game.
  11. As a game I need to distribute all provinces between the players and place one unit on each to set up the game.
  12. As a player I need to place the rest of my units on any of my provinces to finish setting up the game.

### **Epic 5**

- As a player I need to win if all other players have lost to terminate the game.
- As a player I need to be able to view the game after I have lost or surrendered to see how the game develops.
- As a game I need to remove the turn of a player who has lost or surrendered.
- As a game I need to make the units of a player who has lost able to defend but otherwise neutral to fill the now ownerless provinces.

As a player I need to make my move within a certain period of time in order to not automatically surrender.

As a player I need to be able to surrender to no longer be part of a game.

## **Epic 6**

As a system I need to save the state of the game to allow a user to close a game and start at the same place at a later point in time.

As a user I need to view the highscore of the game to be able to know my highscore.

As a user I need to be able to play multiple games at the same time with the same or different other users.

As a user I need to choose which game mode I want to play to play different modes of the game.

As a player I need to view or otherwise be informed of what has happened since my last turn in order to know what has happened since my last turn.

As a user I need to chat with other players both privately and in the group currently playing a game.

As a user I need to view statistics about my gaming.

- Strid mellan två provinser som tillhör olika spelare - Epic 1
- Truppförflyttningar(i F2, F3)
- Trupputplaceringar
- Kontinentbonus som ger fler trupper i F1 -Epic 2
- Bonuskort som kan bytas in mot fler trupper i F1.
- Zoom-funktioner (zooma in och ut och dra runt på kartan) -Epic 3
- Hot seat och server-klientbaserat -Epic 4
- Multiplayer 2-6 spelare
- Starta spel, F0
- Lobby för att hitta och gå med i spel x
- Vinna/förlora
- Ge upp -Epic 5
- Göra spelare neutral (då spelaren ger up)
- Långtidsspel. Varje spelare har god, men begränsad, tid på sig att göra sin tur, ca. 24 h x
- Highscore
- Playback, se allt som hänt sedan sist gång det var ens tur (ev. endast text)
- Kan ha fler spel igång samtidigt
- Lätt profilsystem med lite statistik -Epic 6
- Chattsystem för att prata med alla i spelet, och skicka privata meddelanden
- Flera olika spellägen
- Kunna spara spelet och starta om det vid sparad tidpunkt. x