**Buck Yeah - User Stories**

**Mandatory Features - User Stories**

1. **Score System**:
   * *As a player, I want to see the top 10 high scores across sessions so that I can compare my performance with others.*
   * *As a player, I want my score to be calculated based on the time remaining and the number of correct guesses so that I can understand how well I did.*
   * *As a player, I want to enter my initials after reaching a top 10 score to appear on the leaderboard.*
2. **Timer**:
   * *As a player, I want a 5-minute timer to track how long I have to guess all images so that I can manage my time effectively.*
   * *As a player, I want to see penalties applied for running out of time so that I am motivated to make my guesses quickly.*
3. **One Guess per Image**:
   * *As a player, I want to be allowed only one guess per image to maintain the game's difficulty and challenge.*
4. **Guesser Mechanics**:
   * *As a player, I want to see four multiple-choice options for each image, with one correct answer and three incorrect answers, so that I can make an informed guess.*
   * *As a player, I want each multiple-choice question to have four unique options without duplicates to ensure fairness and variety in the game.*
5. **Daily Pictures**:
   * *As a player, I want to see five unique images each day so that I have a fresh challenge every time I play.*
   * *As a developer, I want to manage an image bank that pulls five new images daily, removing images already shown to avoid duplication.*

**Optional Features User Stories**

1. **Difficulty Modes**:
   * *As a player, I want to choose different difficulty modes (easy, medium, hard) to customize my gameplay experience.*
   * *As a player, I want the timer to adjust based on the difficulty setting, allowing me to have 5 minutes for easy mode, 60 seconds for medium, and 30 seconds for hard.*
2. **Zoom Feature**:
   * *As a player, I want to zoom in or out on each image to inspect details more closely, which may help me make better guesses.*
3. **Location Hints**:
   * *As a player, I want text-based hints to provide additional clues about the image location, enhancing my guessing experience.*
   * *As a player, I want to see an alternate view of the picture to gain more context and clues about the location.*

**Non-Functional Requirements User Stories**

1. **Single-Player Game**:
   * *As a player, I want to play a single-player game, but I would like an AI mode if it could be added in the future.*
2. **Playable in Short Durations**:
   * *As a busy student, I want game rounds to be quick enough to complete while walking between classes, allowing me to play on the go.*
3. **Platform Compatibility**:
   * *As a player, I want the game to be playable on a smartphone browser to access it easily from my mobile device.*
   * *As a player, I want to use touch controls (tap, double-tap, swipe) for an intuitive experience, with support for arrow keys as an alternative.*
4. **Content Restrictions**:
   * *As a player, I want to ensure that the game contains no offensive or inappropriate content, making it suitable for all audiences.*
5. **Game Size and Performance**:
   * *As a player, I want the total file size of the game to not exceed 10MB, ensuring it loads quickly and efficiently.*
   * *As a developer, I want the game canvas to be either 400x400 or 800x400 pixels to ensure a consistent and optimized user experience.*

**Functional Features User Stories**

**1. Landing Page:**

* As a user, I want to see an attractive landing page when I first open the application so that I understand what the game is about and feel encouraged to play.
* As a user, I want clear navigation links on the landing page to easily access the game, leaderboard, and help sections.

**2. Help Section:**

* As a user, I want to access a help section that explains how to play the game, so that I understand the rules and mechanics.
* As a user, I want the help section to provide tips on how to improve my guessing skills for a better gameplay experience.

3. **Game Start Button:**

* + As a user, I want a prominent "Start Game" button on the landing page so that I can easily begin my gaming experience.
  + As a user, I want the game to start seamlessly after clicking the "Start Game" button without unnecessary delays.

**4. End Game Screen:**

* + As a player, I want to see an end game screen that displays my score and any relevant feedback after completing a game session, allowing me to reflect on my performance.
  + As a player, I want the option to return to the main menu or start a new game directly from the end game screen for convenience.

**5. Image Display:**

* + As a player, I want to have a smooth transition between images to maintain an engaging gameplay experience.

**6. Settings Menu:**

* + As a player, I want to access a settings menu to adjust game preferences, such as sound effects and background music, enhancing my gaming experience.
  + As a player, I want to choose between different themes or color schemes in the settings menu to customize the appearance of the game.

**7. Accessibility Features:**

* + As a player, I want options for accessibility, such as text-to-speech for hints or controls that accommodate players with disabilities, ensuring an inclusive gaming experience.