Team: WordDocumentTestFile

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Player Requirements:

* shall be identified by their email **and** text enabled phone number. AND shall be assigned a human consumable and human friendly access code AND shall be sent an access codes as a text message (“Thank you for Playing BucHunt: Your access code is <insert here> “)
  + User enters email and phone 🡪 get an access code
  + Human friendly access code via text
  + Gets url via email
* shall be sent the URL for the game via email at the same time as their access code is sent to their phone. (“Thank you for Playing BucHunt. The current hunt is accessed here <insert url> and your access code has been sent to your phone. Good Luck and have fun!”) AND shall be required to enter the game URL into a browser and enter a valid access code in order to begin playing
  + User clicks/enters url 🡪 opens correct web interface
  + User enters access code in web interface 🡪 open game
    - Check for invalid/expired access codes
    - Invalid format (could be part of unit testing as well)
* shall be presented with a fixed list of task labels upon entering a valid access code
  + User enters game 🡪 prompted with list of tasks
* shall have username associated with them(defaults to a random number)
  + User signing in matches corresponding user profile
  + Check to make sure all usernames are unique
* shall have their game status automatically stored on the server
  + If user closes out of game and re-enters 🡪 game status saved
* shall have the ability to manually enter the decoded QR code from within the client interface to complete a task
  + At task completion 🡪 user prompt for option to manually enter the qr code
  + Check geo location of phone to ensure each player is at location of task
  + Confirm completion on server

Game Requirements:

* Shall store any additional information about each player on the server
  + User enters optional info 🡪 saved on server
  + User able to update optional info
* Shall support a single game and it is considered active at all times
  + Check current status of game is active
  + Check that there is only one game instance on server
* Shall associate multiple tasks with the game (including task label, GPS location, QR Code image, QR Code decoded value) AND
  + Check game is storing corresponding task list, qr code, location shown to user in prompt AND Completion status
    - User clicks on task item, qr code, etc
* shall track each Player’s progress in completing the tasks for the game
  + already covered partially by the underlined tests in the game and player segments above
  + check task list, completion status, etc updated in game
  + task completion sent to server from user (make sure it goes through)
* shall send a Congratulations message to the client interface and in an email when the Player successfully completes all tasks defined in the game.
  + User completes all tasks 🡪 display completion message and send email with status
* shall send each Player an email with their results and rank when the game is ended
  + all users complete game – email all leaderboard stats
  + also ties into the test with the requirement directly above this one
* shall refresh the client interface periodically to ensure the Player is seeing their actual progress and statistics
  + check every 5 minutes 🡪 game has updated for user
* shall NOT use cookies or persist any data on the client devices
  + scan consistently to ensure no cookies for users
* \*shall display to each Player, each task label in the list along with a completion indicator.
* \*shall display an error message to the user if they enter an invalid decoded QR Code
* \*shall update the server and display to indicate a task is complete when the Player enters a valid decoded QR Code
* \*shall store a timestamp in association with any completed task
  + These \* requirements tie back into the validation tests performed in player requirements and server updating requirements from the game requirements above