Team: WordDocumentTestFile

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Player Requirements:

1. User enters email and phone 🡪 get an access code
   1. Human friendly access code via text
   2. Gets url via email
2. User clicks/enters url 🡪 opens correct web interface
3. User enters access code in web interface 🡪 open game
   1. Check for invalid/expired access codes
      1. Invalid format (could be part of unit testing as well)
4. User enters game 🡪 prompted with list of tasks

\*shall have username associated with them(defaults to a random number)

1. User signing in matches corresponding user profile
   1. Check to make sure all usernames are unique

\*shall have their game status automatically stored on the server

1. 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

1. At task completion 🡪 user prompt for option to manually enter the qr code
   1. Check geo location of phone to ensure each player is at location of task
   2. 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
    - User clicks on task item, qr code, etc