*As a <<user role>>, I want to <<do something with the application>>, so that <<I get specific benefits>>.*

1. As a reader, I want to save the last chapter I read from a comic series, so that I can keep track of the progress I made.
2. As a reader, I want to read comics’ plots, so that I can decide whether I might be interested.
3. As an author, I want to read reviews on my comics, so that I can receive feedback from my readers.
4. As an author, I want to publish my work, so that readers can discover my newest comics.
5. As a collector, I want to obtain discounts on my favourite comics, so that I can buy them more often.
6. As a reader, I want to look up comics based on genre, so that I can discover new comics I might like.
7. As a reader, I want to get notified when one of my favourite comics is updated, so that I can keep up with my readings.
8. As a collector, I want to see comic book shops around me, so that I can buy new comics.
9. As a reader, I want to read other users’ reviews, so that I can compare my opinions with others.
10. As an author, I want to publish my work, so that readers can discover my newest comics.
11. As an author, I want to read reviews on my comics, so that I can receive feedback from my readers.

//esempi da falessi

1. As a beginner player, I want a tutorial level, so I can easily learn how to play the game.
2. As an advanced player, I want at least 10 hours of gameplay, so I can have fun.
3. As a gamer, I want an endless game mode, so the game will have replay value.
4. As a player with limited time, I want to save my progress, so that I can continue playing where I left off.
5. As a user, I want to listen to an upbeat soundtrack, so that I am more engaged with the the game.
6. As a veteran user, I want to view my accomplishments as I progress, so that I have goals to beat.
7. As a beginner, I want to play the game with instructions, so that I know how to get to the next level.
8. As a game player, I want to pause the game at any time, so that I can step away and resume later.
9. As an advanced user, I want the levels to increase in difficulty, so that the game remains interesting.
10. As a user, I want to gain new abilities, so that I can cope with the increasingly difficult levels.
11. As a player, I want to gain power ups throughout the game, so that I can get through the game more easily.
12. As a player, I want to move in more than one direction, so that I can dodge the enemies.
13. As a player, I want to receive a visual cue if I’m going in the correct direction, so that I save time.
14. As a tester, I want a sandbox mode, so that I can replicate situations for debugging.
15. As a player, I want to have a score system, so I can see if I improve.

NOTE :

* Tutto ciò che è ragionevole non va descritto.
* Specificare l’uso che fa l’utente del sistema nella parte centrale.
* Livello di astrazione corretto: la parte centrale deve essere abbastanza dettagliata, ma non troppo legata all’implementazione. Prima mi chiedo come implementarlo, poi mi chiedo se sarei in grado di testarlo, altrimenti qualsiasi implementazione andrebbe bene.
* Scegliere la motivazione corretta: la terza parte deve essere coerente.
* Usare verbi espliciti.
* Soddisfare il requisito utente, non solo in parte. Ad esempio l’“upload di immagini”, senza dire quante: dato che potrei avere una implementazione sbagliata che non soddisfa il cliente, non devo dare questa possibilità all’implementatore.
* Non usare “be able to”.