**User Stories / Epics**

* Teams must be able to sign up
  + Create a team name
  + Add the members of your team
  + Be redirected to a page showing the questions and clues
* QR code will be used to determine the location of the user
  + User should be able to use their phones camera to take a picture
  + Photo should then be analysed either via JS or via the server to prove their location.
  + Location can then be verified
  + User should then be given the question for that location
  + User should be able to answer the question and then receive a given letter in return
* Add a leader board
  + Teams should be ranked according to how well they have done
  + The leader board should be a constantly updated
  + The code should be modulated so it can be added to the admin and the user dashboards
* Time how long it takes for the leader board
  + Timer should start when user scans the first QR code
  + Timer should end once they have answered the final question
  + The time should be recorded in the DB and used for the leader board
* Help features
  + Can notify the gamekeeper if they need help
* Gamekeeper should be able to upload a file of questions
  + Gamekeeper should be able to upload a json file which specifies to a set format
  + This data should be read in and inserted into the database
  + The game should then appear in their list of playable game
  + Ideally the upload should take place over AJAX for better user experience
* Gamekeeper should be able to see the progress of all teams
  + Should use the code from the leader board to see how the teams are doing
* Locations should be shown on a map for the users
  + Teams should be able to see on a map all the locations they must visit
  + Ideal to use Google maps with pins for the locations
* Create QR codes
  + Each clue should be given a unique code used to identify it
  + A QR code should then be generated with this in it - use a unique code which cannot be guessed to avoid faking a location
  + Gamekeepers should be able to view each of the QR codes for a location
* "Punishment" for those who use a hint
  + Penalty for those who use the hint system
* Create Useful Information Page (For buildings)
* Teams should be able to access a dashboard interface
  + Dashboard should conform to the UI designs as produced
  + Users should see a hangman grid which will be filled in
  + Users should see the list of locations for the subject they are associated with
  + Users should be able to open their camera and scan the QR code - QR details as seperate ticket
  + The dashboard should be mobile responsive
* Create FAQ page
* Gamekeepers can change their password
  + Once they have logged on, they should be presented with an option to change password
  + Password should be checked for password strength
* Gamekeepers can add other gamekeepers
  + Create a name and a username
  + The password should be checked for strength and then hashed and salted
* Gamekeepers should be able to create new games
  + Upload a game config - see seperate card
  + See the existing games on the system
  + Print QR codes for a given game - see seperate card
  + Start a game and get a game pin for a given subject
* Create Useful Information Page in HTML (For Computer Science Lecturers)
* Create automated tests
* Convert Lecturer Page from Static to Dynamic
  + Convert it into database form
  + Allow user to select a discipline
  + Have the lecturers of that discipline presented on the screen
* Include TutorID within the Signup Process
* Admins accounts should require email verification
* Each letter should be given an index when it is read in
* Shuffle location list on dashboard
  + The order in which the questions are loaded onto the dashboard should be different for every team