

## Release Summary

**Key user stories and acceptance criteria:** Give a list of key user stories with their acceptance criteria that can serve as a guide for an acceptance test.

1. As a user, I want to be able to create an account so that I can play the game.
  - a. The username should not already be in the database. The username/password works.
2. As a user, I want to be able to select a language so that I can learn vocab words from that language.
  - a. The user selects the language and the npc and dictionary are in the selected language.
3. As a user, I want to learn different categories of words in the language I selected to learn about the words.
  - a. Each category should only show words under the category
  - b. If the user types the shown word correctly, the word gets added to the user dictionary
  - c. If the user incorrectly types the shown word, the slideshow does not progress and the user is informed their input is incorrect, and the word is NOT added to the dictionary.
4. As a user, I want to have a map for the user to select which NPC I want to learn from.
  - a. The map shows buttons to learn from 4 different categories of words and one to enter the quiz mode.
  - b. Clicking each button directs the user to the NPC with the specific category of words
5. As a user, I want to have a slideshow so that the NPC can talk to me.
  - a. The NPC greets the user
  - b. When the user clicks next, the next dialogue is shown
  - c. If the user has not learned a word from this category, all words are shown to learn
  - d. If the user has learned at least one of the words from one category, a prompt should ask the user if they want to practice already learned words, only learn new words, or show both
    - i. If user clicks practice, only the words in the specific category that are in the user's dictionary should be shown and randomized
    - ii. If the user clicks learn, only the words in the specific category that are NOT in the user's dictionary should be shown and randomized
    - iii. If the user clicks both, all words in the category should be shown and randomized
  - e. If the user has learned all of the words from a specific category, all words are shown to practice
6. As a user, I want to be quizzed on filling-in-the-blank questions.
  - a. The image of a word is shown as well as the English translation
  - b. If the user types the correct translation, the user should gain proficiency in the

- word.
  - c. If the user types the incorrect translation, the user should decrease proficiency in the word
- 7. As a user, I want to be quizzed on multiple-choice questions.
  - a. The image of the correct word is shown as well as the english translation
  - b. 4 buttons should be shown; One is the correctly translated word and the remaining are incorrectly translated words
  - c. If the user clicks the correctly translated word, the user should gain proficiency in the word
  - d. If the user types the incorrect translation, the user should decrease proficiency in the word
- 8. As a user, I want to be quizzed on matching questions.
  - a. 4 English words are shown in a column on the left, and 4 translated words are shown in a column on the right
  - b. If the user selects one word, then the correctly translated word in the opposite column, the user should gain proficiency in the word
  - c. If the user selects one word, then the correctly translated word in the opposite column, the user should decrease proficiency in the word
- 9. As a user, I want to see the dictionary feature complete with image, english word, and translated word.
  - a. The user can see the english word, image, translation, and definition in the dictionary and can click next and previous buttons to go through the pages.
  - b. The words shown should ONLY be ones the user has learned
- 10. As a user, I want to be quizzed on different types of questions in a random order.
  - a. The question order of the type of questions is randomized.
- 11. As a user, I want to see the definition of each word.
  - a. When the user comes across a word in the learn mode, the word will show the definition
  - b. When the user opens the dictionary, the definition of the word on the page should also appear
- 12. As a user, I want to have a basic conversation with the NPC.
  - a. When the user clicks on a category, the NPC should greet the user.
- 13. As a user, I want smoother transitions between actions in-game, for a better experience
  - a. The user cannot see the lag that much and there are animations that cover the lag.
- 14. As a user, I want to be quizzed on words that I missed more frequently.
  - a. The user is quizzed on words that they have a higher proficiency level with.

**Known Problems:** List the major bugs (you can reference your Test Report), omissions (missing functionality, edge cases that are not handled), design shortcuts (e.g. hard coded data), etc.

1. Randomizer is not often used.
2. Match mode sometimes gives 5 options instead of 4 options.
3. NPC dialogue is hard coded

**Product Backlog:** Provide a list the high priority user stories and bug fixes that can serve as a guide for a follow-on project.

1. As a user, I want to see my own progress bar after login.
2. As a user, I want some mechanism such as having myself type out the word I am learning to keep myself engaged in some way when learning and to have some type of physical acknowledgement that I have learned the word.
3. As a user, I want to sort the dictionary so that I can see the dictionary in different perspectives.
4. As a user, I want to be able to recover my account if I forgot my password.