**Functional Requirements:**

**As an unauthenticated user, I can…**

* **start a game**
* **for each scene, I can select one of two given choices**
* **for each scene, I can flip a coin instead of choosing**

**As an Admin, I can…**

* **create a scene with corresponding choices and fates**
* **update a scene**
* **update a choice**
* **update a fate for a scene**

**Views:**

***Game Play View (Main)***

**Desktop: Shows the game's scene and choices. The scene description would take up most of the screen, with the three choices as buttons below. A coin-flip button could also be present for the random action.**

**Mobile: A simplified version of the same. The choices and coin-flip option would be placed at the bottom in a stack.**

***Add Scene View (Empty Form)***

**Desktop: This would show a form with several fields for submission, e.g. scene, choices, fates**

**Mobile: The same elements, but aligned for a smaller screen, with the fields stacked.**

***Update Scene View (Edit Form)***

**Desktop: This would show a scene with its choices and fates and give the user the ability to edit those.**

**Mobile: The same elements, but aligned for a smaller screen, with the fields stacked.**

***Contact Page View***

**Desktop: This would show a form with several fields for submission, e.g. Username, location, suggest a new scene.**

**Mobile: The same elements, but aligned for a smaller screen, with the fields stacked.**