**User Stories / Use Cases**

1. A player will be authenticated by their device’s via default Google Play Account.
2. A player is able to create a new game.
3. A player is able to view credits.
4. A player’s score will be saved to Google Play Services.
5. A player is able to view a Leaderboard with their saved scores from Google Play Services.
6. A player will be able to access a website about the game.
7. A player will be able to view all available units in the game on the website.
8. A player will be able to view all available equipment in the game on the website.
9. A player will be able to view all available chewables in the game on the website.
10. A player will have an inventory.
11. A player will be able to collect units.
12. A player will be able to collect equipment.
13. A player will be able to collect chewables.
14. A player will be able to view their inventory.
15. A player will be able to select units to use for a battle.
16. A player will be able to equip items to units.
17. A player will be able to select chewables to use during a battle.
18. A player will be rewarded with new unit(s) after a battle victory or from a booster pack.
19. A player will be rewarded with new equipable item(s) after a battle victory or from a booster pack.
20. A player will be rewarded with new chewable item(s) after a battle victory or from a booster pack.
21. A player will progress to harder battles after each battle victory.
22. A player can replay a level they lose on.
23. A player will be able to view completed battles.
24. A player will be able to view incomplete battles.
25. A player will be able to collect soft currency after a battle victory.
26. A player will be able to purchase hard currency.
27. A player will be able to purchase items (units, chewables, equipment) with soft or hard currency.
28. A player can return to the point in the game they were at, after exiting the game.
29. A player is able to download Dogeons and Dragons from Google Play store.