High-Level User Stories for Tic-Tac-Toe Web Application

Introduction

This document contains high-level user stories derived from the requirements analysis for the Tic-Tac-Toe Web Application project. Each story follows the Cucumber format and adheres to SCRUM guidelines. These user stories represent both functional and non-functional requirements and are intended to provide a structured framework for software developers to implement the application incrementally.

User Stories

1. User Authentication

As a Google user, I want to log in using my Google account, so that my identity is authenticated securely and my progress can be tracked.

2. User Data Collection

As a Google user, I want the application to collect my name and country during login, so that my identity can be displayed on the leaderboard.

3. Single-Player Game

As a logged-in user, I want to play a single game of Tic-Tac-Toe against an AI opponent, so that I can enjoy and complete the game for fun.

4. Increment Score

As a logged-in user, I want my score to increment by 1 after completing a game, so that I can see my progress reflected in the leaderboard.

5. Global Leaderboard

As a user, I want to view a global leaderboard showing scores, names, and countries of all players, so that I can compare my performance with others.

6. Responsive UI Design

As a user, I want the web application to function seamlessly on mobile, tablet, and desktop devices, so that I can play the game on any device without usability issues.

7. Localization

As a European user, I want the application to display texts in my local language, so that I can easily understand the interface and instructions.

8. Accessibility

As a user, I want the application to meet WCAG 2.2 Level A compliance, so that the interface is accessible to users with disabilities.

9. Game Restart

As a logged-in user, I want to restart a new game immediately after one has ended, so that I can continue playing without delay.

10. Data Security

As a user, I want my personal data (name and country) to be securely stored and transmitted, so that my privacy is protected.

11. Scalability

As the application owner, I want the system to scale to support future features (e.g., player-vs-player, random matchmaking), so that the application remains robust and adaptable as it grows.

12. Performance Under Load

As the application owner, I want the system to handle up to 100 concurrent users without performance degradation, so that all active users have a smooth and responsive gaming experience.

13. Continuous Deployment

As a developer, I want a CI/CD pipeline implemented for weekly updates, so that new features and bug fixes can be deployed reliably and efficiently.

14. Error Handling

As a user, I want the application to display user-friendly error messages if login or gameplay encounters an issue, so that I understand what went wrong and how to resolve it.

15. Game End Display

As a user, I want the game to notify me when I win, lose, or draw, so that I clearly understand the result of each game.

16. Game Rules

As a logged-in user, I want the application to display the rules of the Tic-Tac-Toe game, so that I can understand how to play.

17. Deployment to AWS

As the application owner, I want the application hosted on AWS with proper infrastructure, so that I can ensure scalability, reliability, and secure deployment.

18. Privacy Disclosure

As a user, I want a privacy disclaimer during login, so that I understand how my data will be handled by the application.