User Stories – CP2406

# User Story 1

Player can move their light cycle and see their trail

# User story 2

Winner can input their name into a leader board

Note: records jet wall length

# User Story 3

Player can choose the size of the grid

Note: cannot change during gameplay

# User Story 4

Player can speed up or slow down their light cycle

Note: light cycle cannot stop

# User Story 5

Each player should get a unique colour

Note: light cycle and jet wall should be the same colour

# User Story 6

If a player hits a jet wall or edge of grid they are out of the game

# User Story 7

Player can turn jet wall on or off at any point

# User Story 8

Players should be placed as far away as possible from each other at beginning of game

# User Story 9

Player cannot join the session after 10 seconds from starting time

# User Story 10

Player can only move light cycle in horizontal or vertical paths

Note: 90 degree turns