User stories

Hoppa Ellie Group 257 Software Engineering Project DAT255

Hannes Häggander Dženan Baždarević Denise Jing Dong Yingdong Max Modig Su Yu-Hsuan As a smartphone user, I want to play a fun game at odd moments in my busy daily life. The game should not be too difficult but still a bit challenging, and not time-consuming, of course.

As a gamer, I want to play during downtime on my daily commute. I want my game time to be spent with puzzles that gets me thinking while I play.

As a competitive person, I like to compete in various activities. When I'm gaming I seek a score system where I can compete with my friends and have small competitions and find out who's the better player.

As a casual gamer, I play games to relax and engage me at the same time. I like a challenge that isn't too difficult that I can spend my time on for short bursts at a time.

As a new gamer, I want a simple interface and easy to get gameplay. I also want the game to instruct me on how to play since I don't have much experience with games previously.