PubgAPI-Java: Draft1 of Basic End-User Descriptions

Guide: https://www.atlassian.com/agile/project-management/user-stories
Format: "As a [persona], I [want to ___], [so that ___]."

JS1936
As JS1936, I want to get/save recent match data so that I can see if I am improving over time.
As JS1936, I want to share match data I gathered with HappyPandas so we can discuss results.
As JS1936, I want to be able to choose specific matches to consider so that I can more closely examine potential "outliers" (better/worse performance than usual) and look at potential causes.

matt112
As matt112, I want to be able to compare my match data to the match data of professionals.
As matt112, I want to (visually) know the paths I took in previous matches, as well as the paths the team that killed me took.

HappyPandas
As HappyPandas, I want to learn how to make an API request so that I can see telemetry data.
As HappyPandas, I want to know if I interacted with bots in a game (EX: "Did a bot kill me?")

Hypothetical Developer
As a developer, I want to know the average number of people dropping pre-game per map.
As a developer, I want to know if individual/duo/squad games have similar drop rates (per map).
As a developer, I want to know the average number of pre-game drops by people playing fpp solo on each map so that I can get a better idea of if people are dropping because of the map or because of other factors (such as team members, time of day, waiting time, etc.)
As a developer, I want to know what percentage of player play tdm at least 5% of the time they are online.
As a developer, I want to know how often certain maps are being played on any given day so that I can check if expected rates match actual rates.