User stories allow you to draft the high-level requirements based on the user needs. It should describe the interaction of the user and the app.

Deliverable: User stories document

# User stories

### It should describe the interaction of the user and the app.

* I can enter a custom **username** and select an **avatar**.
* I can select two ½ **decks** to combine into a playable **deck** from a selection of pre-built ½ **decks**
* I can start a new **game**
* I can join a **game** that currently has another **player** waiting
* The **game** draws me my starting **hand** of three **cards**
* The **game** draws me a new **card** at the beginning of each **round**
* I can play **cards** on only my side of the **battlefield**
* I can right click a card in my hand or on the battlefield, and it will show me a descriptionof the **abilities** and the flavor text.
* I cannot see the **hand** or **deck** of the other **player**
* I can only play a **card** if I still have enough **CRACKLE** to play it
* I can **reset** any actions I have made on my **turn** before I **end turn**
* **CRACKLE** increases by one each **round** but I do not carry over unspent **CRACKLE** to the next **round**
* I can place a **card** on any of the three **location lanes,** up to 4 per **lane**
* I will see my **card abilities** and my opponents **cards** and **abilities** when both have finished placing and have clicked “**end turn**”.
* I can see updated total **POW** for each **location** and **card** before the next **round** starts.
* The winning **player** is displayed a **winner splash screen**, the losing **player** is displayed the **loser splash screen**
* In the event of a tie, both **players** are displayed the **tie splash screen**
* From said **winner/loser/tie splash screen**, I can exit to **home screen**
* When I return to the **home screen**, I can play another **game** with the previously selected **username**/**avatar**/½ **decks**