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UserStory #1: The User enters the website URL into their search bar. The website connects. The User is presented with a login screen. The User enters their (login information). The User is taken to the home page. The User clicks a button called, "Members". The User clicks another user's profile. The User clicks a button labeled, "Send Challenge". The User types a message containing a request for a match as well as a time and place to play. The User hits a button labeled, "Send". The message is sent.

UserStory #2: The User enters the website URL into their search bar. The website connects. The User is presented with a login screen. The User enters their (login information). The User is taken to the home page. The User clicks a button called, "Messages". The User is taken to a scroll list of messages they have received. The User selects a message. The User reads the message. The User hits a button labeled, "Reply". A message box pops up. On top of the message box is a four-button selection. The User selects the Accept Button. The User may type a message in the box. The User hits the button labeled, "Send". The Match is created and scheduled. A message is sent to the player that the match is accepted along with the User's message (if the user typed a message).

UserStory #3: The User enters the website URL into their search bar. The website connects. The User is presented with a login screen. The User enters their (login information). The User is taken to the home page. The User clicks a button called, "Messages". The User is taken to a scroll list of messages they have received. The User selects a message. The User reads the message. The User hits a button labeled, "Reply". A message box pops up. On top of the message box is a four-button selection.  The User selects the Decline Button. The User may type a message in the box. The User hits the button labeled, "Send". The Match request is deleted. A message is sent to the player that the match is accepted along with the User's message (if the user typed a message).

UserStory #4: The User enters the website URL into their search bar. The website connects. The User is presented with a login screen. The User enters their (login information). The User is taken to the home page. The User clicks a button called, "Messages". The User is taken to a scroll list of messages they have received. The User selects a message. The User reads the message. The User hits a button labeled, "Reply". A message box pops up. On top of the message box is a four-button selection. The User selects the Reschedule Button. The User may type a message in the box. The User hits the button labeled, "Send". The Match is created, but not yet scheduled. A message is sent to the player that the match needs to be rescheduled along with the User's message (if the user typed a message).

UserStory #5: The User enters the website URL into their search bar. The website connects. The User is presented with a login screen. The User enters their (login information). The User is taken to the home page. The user clicks a button called "My matches". The user clicks a button called "Submit Score". The user updates the score and then clicks submit. The ranking system is updated.

UserStory #6: The User enters the website URL in their search bar. The website connects. The User is presented with a login screen. The User enters their (login information).
The User is taken to the home page. The User clicks a "Scheduled Games" button as taken into the scheduled games list. The User clicks on a "Previous Games" and is taken to a previous games list. The User checks previous results from the games.

UserStory #7: The User enters the website URL in their search bar. The website connects. The User is presented with a login screen. The User enters their (login information).
The User is taken to the home page. The User clicks a "Club Lists" button and is taken to the club lists. The User is taken to the club lists and clicks on the "LSU Chess Club" button. The User looks at User accounts associated with the club. The User clicks on User2's profile. The first User has Admin privileges and clicks on an "Options" button. The Admin User then clicks on a "Remove Player" button and User2 is removed from the "LSU Chess Club" list. The rankings are then updated.

UserStory #8: The User enters the website URL in their search bar. The website connects. The User is taken to the login screen. The User clicks on the "New Account" button. The User enters in the new login information. The User is taken to the home page. The User clicks on a "Club Lists" and is sent to the club lists page. The User clicks on a "LSU Chess Club" button and is prompted with a "Request To Join Button". The User clicks on the button and waits to be accepted.

UserStory #9: The User enters the website URL in their search bar. The website connects. The User is presented with a login screen. The User enters their (login information).
The User is taken to the home page. The User has Admin privileges. The User clicks a "Club Lists" button and is taken to the club lists. The User is taken to the club lists and clicks on the "LSU Chess Club" button. The User clicks on a "Requests" button. The User clicks on a User's request to join and is prompted with a button to "Accept" or a button to "Deny". The User clicks on the "Accept" button and the new User is added to the list and the request is deleted.

UserStory #10: The User enters the website URL in their search bar. The website connects. The User is presented with a login screen. The User enters their (login information).
The User is taken to the home page. The User has Admin privileges. The User clicks a "Club Lists" button and is taken to the club lists. The User is taken to the club lists and clicks on the "LSU Chess Club" button. The User clicks on a "Requests" button. The User clicks on a User's request to join and is prompted with a button to "Accept" or a button to "Deny". The User clicks on the "Deny" button and the new User's request is deleted.

UserStory #11: The User enters the website URL into their search bar. The website connects. The User is presented with a login screen. The User enters their (login information).
The User is taken to the home page. The user clicks a button called "Rankings" and is taken to a page that shows the current standings of the players.