KOTUI USER STORIES

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| US#1 | Priority: High | Actor: End User | Estimate: h |
| Title | Login | | |
| Prerequisites | Open the browser and type the URL () | | |
| Definition | As a user I want to start the game and be informed about game statistics | | |
| Flow steps | 1. Fill in username 2. Click “Start game” to enter the game | | |
| Acceptance criteria | * The user must be able to login into the game entering his name. * The user name must be at least three characters’ long * The user name must be only alphabetical characters * The user name should be stored in the DB * There should be board with statistics for active players | | |
| Technical tasks |  | | |

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| US#2 | Priority: High | Actor: End User | Estimate: h |
| Title | Lobby | | |
| Prerequisites | The user has successfully logged in. | | |
| Definition | As a user I would expect the game to find me an opponent. | | |
| Flow steps | 1. Waiting for an opponent 2. Find opponent 3. Game starts | | |
| Acceptance criteria | * The user must be able to logout/cancel the game * When the opponent is found the user is notified with loader that the game will start soon | | |
| Technical tasks |  | | |

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| US#3 | Priority: High | Actor: End User | Estimate: h |
| Title | Choose opponents photos | | |
| Prerequisites | Both users are online and active | | |
| Definition | As a user I want to choose the photos for the current game. | | |
| Flow steps | 1. The user is given set of cards from which he has to select one 2. The next set is shown... 3. The user completes the selection or clicks on “random” button | | |
| Acceptance criteria | * The user has to choose 10 from randomly chosen items from the DB * There should be timer to inform the user how much time is left. * If the user didn’t choose enough or any items, the system will select randomly * The user must be able to logout or cancel the game, at this point the user will lose the game * If connection problems or some other reason(s) occurs which is preventing the game to start the other user will be informed with message. * When the user selects the required 10 items for his opponent his status will be set as “ready” in the game. * There should be random button to quickly complete this step | | |
| Technical tasks |  | | |

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| US#4 | Priority: High | Actor: End User | Estimate: h |
| Title | The game starts | | |
| Prerequisites | Both users are online and have selected the required items. | | |
| Definition | As a user I want to be able to fill in the data for the displayed items | | |
| Flow steps | 1. System displays the items 2. User fills in the data 3. The user confirms when he is ready | | |
| Acceptance criteria | * The user must be able to see all items * The user must be able to fill in data below or above each item * The user must be informed how much time is left * There must be a “Ready” button * When the time expires the game completes * If empty fields are left when the time is up the item is set as mistake | | |
| Technical tasks |  | | |

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| US#5 | Priority: High | Actor: End User | Estimate: h |
| Title | Game summary | | |
| Prerequisites | The game is over | | |
| Definition | As a user I want to be informed if I have won or lost and where I have been wrong and correct. | | |
| Flow steps | 1. The user is shown board with statistics from the current game | | |
| Acceptance criteria | * The user must be able to see if he has won or lost the game * The user must be able to see where he has been wrong and correct * The user must be able to see his opponent statistics | | |
| Technical tasks |  | | |