# User Stories

**User story 1:**

* As a user, I want to be able to move my light cycle around the grid, with no glitches and system crashes, so that I can play the game smoothly and not lose any game process or lose the game with no reason.
* **Description:**

As a programmer, I will first create a grid that and using x coordinates and y coordinates to determine the position of the player. Using velocity, tick and move methods, the player will move from one x,y coordinates to another. I will set specific keys that will allow the player to move the Tron bike, either up, down, left or right. The space before the Tron bike moves into a new space will be set to be drawn and if any Tron bike goes into the same spot, it will crash, and the player loses. As the game prolongs, more spaces will be taken up and it will be harder for the player to control the direction.

* **Effort estimate:** *7 days*
* **Priority:** High

**User story 2:**

* As a user, I want to be able to compare my score with other players after the game, so that I know where I stand in the game. As a competitive player, I would want to beat the other players so that I can improve my score and be at the top of the leader board.
* **Description:**

As a programmer, I will first collate the score from the player in that game after the game ends. After that, I will program the game to display the score of each player in the game. The score can be counted as the player moves and once the player loses the game, the score will be added to into a text file. These score will then be taken from the text file and put into leader board which is permanent and can be viewed when the player selects the “High Score” option in the game menu.

* **Effort estimate:** *3 days*
* **Priority:** Medium

**User story 3:**

* As a user, I want to be able to be able to play with other players and have a friendly competition with them. This will allow the game to be more interactive and I will also have more fun when playing the game.
* **Description:**

As a programmer, I will first program the system to set the number of players entering the game and each player will be able to control using different keys on the keyboard. This will be done using the KeyListener interface. The number of players would be 2. As the two players are added into the game, their Tron bike will be randomly put in each empty array of the 2D grid array.

* **Effort estimate:** *2 days*
* **Priority:** medium

**User story 4:**

* As a user, I want to know that I have won the game if I play with my friends.
* **Description:**

As a programmer, I will program that during the two player mode, if any one of the player hits the wall, hits itself or hits the other player, the one without hitting any obstacle will win. A picture will then pop up that shows which player has won.

* **Effort estimate:***3 days*
* **Priority:** low