List of Completed User Stories (list as user stories)

A. Sprint 1
1. As a Game Mod, I want to be able to set the game rules so that people can play different variations of mafia.
2. As a User, I need to be able to navigate into specific forum categories so that I can get to the games or threads I want to view.
3. As a Player, I want to be able to sign up for games so that I can play games
4. As a Forum User, I need to be able to make posts inside threads so that I can talk to other players and users.
5. As a User, I need to be able to create an account so that I can participate in the site's various activities, discussions and games

B. Sprint 2
1. As a Game Mod, I want to be able to create games so that other people can play on the forums
2. As a user, I want to be able to create threads so that there is some form

C. Sprint 3
1. As Mafia, I need to be able to communicate privately with other Mafia-affiliated players so that I can discuss game plan and strategy without the knowledge of the Townies
2. As Mafia, I need to be able to decide who to kill during the night so that I can further my win condition and get rid of town.
3. As Mafia, I want my nighttime activities to be inaccessible and hidden from the town so that I can not get caught instantly.
4. As a Player, I need to be able to vote for another player, so that we can eliminate a player and the game can progress.

Scenario Tests

A1) As a Game Mod, I want to be able to set the game rules so that people can play different variations of mafia.
- User logs in to his/her account (if he/she hasn't already) - execute scenario test B1
- User navigates to the home page
- User clicks the create game button
- User sets parameters

A2) As a User, I need to be able to navigate into specific forum categories so that I can get to the games or threads I want to view.
- User clicks into the various hyperlinks under the Sign up and discussion page

- Note: There will be no hyperlinks there if no discussion threads or games are created

A3) As a User, I need to be able to create an account so that I can participate in the site's various activities, discussions and games
- Click the button for creating an account from the homepage or click the sign up link on the layout tab above
- For the email input, type in [some_input]@[some_mail_server]
    - The format MUST be *name@email* or the submission will be rejected
- Input any name field
- Input a password field that is at least 6 characters long (or the submission will be rejected); the confirmation must be exactly same as the original password input
- Submit and account creation is complete

A4) As a Forum User, I need to be able to make posts inside threads so that I can talk to other players and users. This story works in conjunction with B2
- Navigate to the home page. The user needs to log in if not already logged in (click login button and input valid information as defined in account creation - A3)
- Click a hyperlinked thread title that already exists
- Enter a message in the provided input box
- Hit Reply
- Voila, it displays!

A5) As a Player, I want to be able to sign up for games so that I can play games
- Again, the user needs to be logged in, if not, he/she may be presented with an interface which prompts for logging in
- Click into a game under the Sign Up thread header
- Click Join Game
- The user is now logged into the database as a player in the game

B1) As a Game Mod, I want to be able to create games so that other people can play on the forums
- User executes A1)
- User hits Create Game
    - If the game name parameter is left empty, then no link to the game will appear; normal users will not be able to access it, but it will still take up a display slot on the front page

B2) As a user, I want to be able to create threads so that there is some form of communication medium for me to watch over or participate in

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(PRECONDITION FOR C: GAME MUST BE STARTED WITH SUFFICIENT NUMBER OF PLAYERS)

C1) As Mafia, I need to be able to communicate privately with other Mafia-affiliated players so that I can discuss game plan and strategy without the knowledge of the Townies
- Make a post during the night phase - enter reply.
- The post is only visible to mafia and the mod

C2) As Mafia, I need to be able to decide who to kill during the night so that I can further my win condition and get rid of town.
- Select the vote tab during the night phase
- Select a player from the radio button
- Submit the vote
- If majority is reached (majority of mafia votes on one target), selected target dies

C3) As Mafia, I want my nighttime activities to be inaccessible and hidden from the town so that I can not get caught instantly.
- Make a post during the night phase - enter reply.
- The post is only visible to mafia and the mod

C4) As a Player, I need to be able to vote for another player, so that we can eliminate a player and the game can progress.
- Select the vote tab during the day phase
- Select a player from the radio button
- Submit the vote
- If majority is reached (majority of players' votes on one target), selected target dies

List of acceptance tests:

GIVEN context WHEN an event occurs THEN there are some outcomes

User Story: Making an Account / Signing Up
GIVEN a new user who doesn't have an account and/or is not logged in, WHEN the user is on the site, THEN the user sees a button for signing up for the site while also is unable to see features specific to users who are logged in

GIVEN a new user who doesn't have an account, WHEN the user clicks the signup button, THEN the user will be directed to a page to fill in his account information for signing up (input user and password.)

GIVEN a new user fills in information in the signup page that the user was redirected to from clicking the SIGN IN button, WHEN the user hits submit, his account will be created and input into the site database.

GIVEN a new user inputs less than 6 characters in the password field for the signup page, WHEN the user hits submit, the user will be redirected back to the signup page to fix the input and the user will be notified of the password length

GIVEN the new user inputs a non-email username field, WHEN the user hits submit, the user will be redirected back to the signup page to fix the input and the user will be notified of the invalid email

GIVEN a user inputs a password confirmation different from the user's password input, WHEN the user hits submit, the user will be redirected back to the signup page to fix the input and the user will be notified of the password error

GIVEN that a user is not logged in, WHEN the user is on the front page, THEN the user will see a sign in button.

GIVEN that a user is not logged in, WHEN the user hits the sign in button, THEN the user will be redirected to a sign in page

GIVEN that a user is on the sign in page, WHEN the user inputs a username and password field combination that is stored in the database, THEN the user will

User Story: Create Game

GIVEN a user who is logged in and on the home page, WHEN the user clicks the create game button, THEN the user is shown a game template page

GIVEN a user who is creating a game, WHEN the user fills in the template and clicks create game, THEN the user is redirected to the home page + the game table is updated with the given information so that the user can see their newly created game.

User Story: Join Game

GIVEN a user on the home page, WHEN the user clicks the link of a open game, THEN they see a preview of the game with the current roster and a button to join the game.

GIVEN a user who is on the preview game page, WHEN the user clicks the join game button, THEN the user is shown the game page and is added to the roster and the players table is updated with the correct user_id, topic_id.

User Story: Create Discussion Topic

GIVEN a user who is logged in and on the discussion category page, WHEN the user clicks the create discussion button, THEN the user is shown a discussion creation page

GIVEN a user who is creating a new discussion topic, WHEN the user fills in the title and the content and presses create topic button, THEN the user is redirected to the discussion category page and the topic table is updated

User Story: Post Reply
GIVEN a user who is logged in, WHEN on a topic/game page, THEN all the posts of the topic are listed.

User Story: Vote System
GIVEN a user who is playing a game during the day phase, WHEN the user votes for another player, THEN everyone in the game should be able to see who each player voted for and the number of votes each player has for them.
GIVEN a user who is playing a game as the mafia during the night phase, WHEN the user votes for who to kill, THEN only the other mafia members can see the vote and shows who voted for whom and how many votes each person has for them.
GIVEN a game is in session, WHEN the day or night phase ends, THEN the votes must be tallied and eliminate the person with the most votes.
GIVEN a user is in a game, WHEN a person dies in game, THEN the person's username is removed from the voting list.

User Story: Game Flow
GIVEN a game thread, WHEN the last person joins and the game is full, THEN the game should start automatically
GIVEN an ongoing game thread, WHEN a majority vote is reached on a player, THEN that player will be registered as lynched (dead)
GIVEN an ongoing game thread, WHEN the timer runs out, THEN a phase transition occurs
GIVEN an ongoing game thread, WHEN the number of mafia and number of town are the same, THEN the mafia win, and the thread is closed
GIVEN an ongoing game thread, WHEN the number of mafia is equal zero, THEN the town win, and the thread is closed.

User Story: Post Filtering / Permission
GIVEN a user in a game and the game is in the day phase, WHEN the user posts, THEN all members must be able to see the post.
GIVEN a user in a game who is a mafia and the game is in the night phase, WHEN the user posts, THEN only the user and other mafia members can see the post.

User Story: Update Live
GIVEN multiple users on a thread, WHEN the users post a message, THEN all users on the