Online social game

User story 1:

As a logged in user I want to be able to add other users to my virtual lobby so that i can play the game together with them.

Scenario 1.1

Given I’m a logged in user, when I go to lobby page and click add and type another username then the specified user will receive an invitation to my lobby.

Scenario 1.2

Given I’m a logged in user, when I go to lobby page and click generate join link then the users that access that link will be added to my lobby.

User story 2:

As a logged in user I want to be able to allow other players to join my lobby so that I can play the game even if my friends are not available.

Scenario 2.1:

Given I’m a logged in user, when I go to lobby page and check allow other players then other users can connect to my lobby in order to play with me.

Scenario 2.2:

Given I’m a logged in user, when I go to lobby page and generate a join link and specify that it can be globally visible in the application then other users can see it and click it in order to join.

User story 3:

As a logged in user I want to be able to join random lobbies so that I can play even when my friends are not available.

Scenario 3.1

Given I’m a logged in user, when I go to lobby page and click join random lobby then I will be assigned to a lobby that is not full and willing to take more participants.

Scenario 3.2

Given I’m a logged in user, when I go to online lobbies page and click one of those links then I will be assigned to the lobby that generated that link.