**User Stories:**

User:

* As a user, I want the game to have clear instructions so that I know the rules and can be confident about how to play the game
* As a user, I want to play a well-thought-out game so that I don’t encounter any confusing situations when I’m playing
* As a user, I want a game with a well-designed user interface so that I can enjoy gameplay and move through the game easily
* As a user, I want to be able to see a scoreboard so that I can know how I can challenge myself next time I play
* As a user, I want to be able to see how much time I have left in a game so that I can decide how much time to spend on a turn
* As a user, I want to be able to enter any real word and have it be accepted so that I don’t have to guess whichever other word(s) the game makers were thinking of. If there is a theme for the game and I enter a real word and it’s not accepted because it’s off-theme, I want to be alerted so that I can adjust my strategy and get back on the right track
* As a user, I want to know more about the people who created the game so that I can feel more personally connected to it
* As a user, I want to play a game with interactive features, like animations, so that I can have a better user experience and more fun while I play
* Possible addition of a few user stories from the Developer, Future Employer, or Instructor.