Title: Making Game Free to Play

Narrative:
As a User
I want a game that's free for me to play
So that I can play it an unlimited amount of times without paying

Acceptance Criteria:

Scenario 1:
Given the user is accessing the website
And is choosing a game to play
When trying to play a game
Then there is no restriction presented to the player
And the player does not have to pay any money

Title: Entertainment

Narrative:
As a User
I want different levels
So that I can have a challenging game as I progress through it

Acceptance Criteria:

Scenario 1: Website UI
Given the wants to start a puzzle
And wants a challenge
When attempting to playa game
Then the user will have access to a list of options
And will be able to choose the desired difficulty

Title: Game instructions

Narrative:
As a User
I want instructions
So that I can understand the game before playing

Acceptance Criteria:

Scenario 1:
Given the user accesses the website
And chooses a game difficulty level
When starting the game
Then the user will be prompted with instructions
And the player will have a basic understanding of the game

Title: Login System

Narrative:
As a User
I want a login system
So that i can see how many puzzles i solved in my account

Acceptance Criteria:

Scenario 1: Website UI
Given user inputs account information
And successful login
When user has accessed account
Then player will have access to their saved information
And the player will be able to see saved puzzles

Title: Visuals

Narrative:
As a User
I want visually appealing game
So that the game is entertaining for the mind and the eyes

Acceptance Criteria:

Scenario 1: Website UI
Given the user has accessed website
And chose a game to play
When playing the game
Then the website is clean and visually appealing
And it enhances the experience of the user