

**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

**Description:**

Create a visually appealing user interface. This is to keep the game more interacting and to prevent the user from getting bored. The game should have an eye catching display in order to keep the user entertained.

**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 play a game

**Then** the user will have access to a list of options

**And** will be able to choose the desired difficulty

**Description:**

User can play on different difficulty levels depending on their skills. This will give them the option to start off as a beginner and then move onto the expert levels. The user will also have a choice to pick between 2 different board sizes so they can make the game even more challenging as they progress.

**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

**Description:**

There is no restriction to how many times the user can play the game. The game will be ad free and the user does not have to worry about paying any money to access any of the features on the site.

**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

**Description:**

Although not important, the user wants to see if they can have the option to login to view past games. This will allow them to load any previous games they were unable to finish.

**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

**Description:**

User will be given instructions on how to play the game. These instructions will be available to them anytime they want throughout the game. The instructions will be from a site that teaches you how to play the game.