Prioritized User Stories for *Triplex*

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Priority

1. **User Story #1:**

   As a client I would like the developer to go along with the games stored on Steven Lambert's Github site so that it agrees to the tentative agreement created.

2. **User Story #2:**

   As a client, I would like to have a creative name and theme for the Suite of Games so that the users are interested.

3. **User Story #22:**

   As a developer, I would like to be able to see prior changes that were made to the codebase, so that I can revert fatal errors.

4. **User Story #3:**

   As a client I want the interface to consist of three games so that the users have a variety.

5. **User Story #28:**

   As a client, I want to enforce themes that appeal to women so that the website has a more female user base.

6. **User Story #4:**

   As a user I want to be able to choose my desired game through an interface so that I could play whichever game I want.

7. **User Story #7:**

   As a client I want there to be a consistent and intuitive user interface so that players are able to easily navigate and select games.

8. **User Story #34:**

As a client, I want medium quality graphics and sound effects for my games so that the games are engaging and immersive.

9. **User Story #46:**

As a user, I want the suite of games to be a stable playing experience, that I don't have to deal with frequent crashes / bugs.

10. **User Story #53:**

As a developer, I want the entire program to be easy to change, so that new changes do not introduce new bugs or regressions.

11. **User Story #20:**

As a developer, I want to be able to easily add and remove games so I do not have to spend time refactoring my design.

12. **User Story #48:**

As a first time user, I want there to be abundant help screens / instructions, so that I can learn how to play the games easily.

13. **User Story #5:**

As a client I want there to be a single interface so that no pop-ups are not used and new windows aren't opened so that it is convenient for the users and we won't lose any.

14. **User Story #9:**

As a client I want there to be a "coolness factor" that could include interesting visuals and colors so that users enjoy their experience while playing the game.

15. **User Story #23:**

As a developer, I want to have a test fake database (in one place) that returns false data so that I can test if the sign in process would work with a real database.

16. **User Story #11:**

As a developer I want the customer to have a login page before playing the game so that their information is saved and retrievable.

17. **User Story #52***:*
As a developer, I want the suite of games to be well defined in terms of testability, so that I can more easily test individual components of the program.

18. **User Story #14:**
As a client I want the users to be allowed to create their own name and password so that they would be able to remember their information easily.

19. **User Story #8:**
As a client I want all the games to operate as a cohesive unit so that users could easily operate

20. **User Story #9.5:**
As a developer I want the games to slide into the dashboard and appear via some interesting effect so that the "coolness factor" is maintained.

21. **User Story #6:**
As a client I want there to be a tabbed interface where tabs load a new page without exiting the SOGGIE domain again so that it is convenient for the user.

22. **User Story #10:**
As a developer I want the interface to cover the dashboard when games are played and the stats to remain on the side or at the top so that the user would easily be able to access that information.

23. **User Story #18:**
As a user, I want to be greeted when I enter the app so I feel welcome.

24. **User Story #19***:*
As a user, I want to be able to find the games easily, so that I can avoid being distracted by the interface.

25. **User Story #27:**

As a user, I want the theme of games to be interchangeable so that I can love the view I see.

26. **User Story #41:**

As a user, I want to be able to save the state that the game is in so that I start from that point later on.

27. **User Story #38:**

As a user, I want the games to be single player so that I only have to use one hand for the 4 keys necessary.

28. **User Story #36:**

As a client, I want the sounds to be engaging and functional as opposed to decorative so that the user can stay engaged and not be distracted by unnecessary noise.

29. **User Story #37:**

As a user, I want a mute button so that I can take away the sounds of the game and to have this preference carry across the site.

30. **User Story #40:**

As a user, I want a pause button so that I can pause the game and resume when I have more time.

31. **User Story #45:**

As a user, I want to be able to keep save files, and have the choice to delete a save file so that I can start a new game.

32. **User Story #47:**

As a user, I want to be able to click to find an easter egg on the pause menu, so that I can feel the care that went into the project

33. **User Story #49:**

As a user, I want there to be a help icon that I can hover over to see details on how to log into my account.

34. **User Story #50:**

As a client, I want there to be error messages that detail what bug the program has run into during gameplay, so that I know where the error could be coming from.

35. **User Story #51:**

As a frequent user, I want the error messages to be entertaining / humorous so that my mood is lightened when I run into errors.

36. **User Story #16***:*

As a client, I want a separate login controller so that it is not mixed in with the GUI or game logic.

37. **User Story #12:**

As a developer I want the customer's information to be held in a database so that it can be easily retrieved when the user logs in

38. **User Story #25:**

As a client, I want the GUI to only call controller's methods, so that I can make money from mobile gamers.

39. **User Story #24:**

As a client, I want the database code in a single space so it can be swapped out easily.

40. **User Story #13:**

As a developer I want to store the customer's stats in a cookie so that the login could be accomplished through a stub to a login method.

41. **User Story #17:**

As a user, I want to be able to auto-login so that I can get into the game quicker.

42. **User Story #15:**

As a client I want the to allow the customers to be able to login through their Google and Facebook accounts so that they wouldn't have to remember their passwords

43. **User Story #32:**

As a client, I want customers and admins to have secure login so that their account cannot be seen by those who wish to harm the site.

44. **User Story #33:**

As a client, I want the passwords to be hashed and salted and stored in a database so that every login can be checked and verified.

45. **User Story #26:**

As a user, I want to be able to use the app on a mobile device so that I can use it everywhere on my phone.

46. **User Story #39:**

As a user, I want to be able to use any form of input device to play these games so that I can use my tablet or phone to play these games.

47. **User Story #29:**

As a client, I want to make money by displaying ads so that I can keep the website as a free-to-play site.

48. **User Story #30:**

As a client, I want an admin login to be able to change the duration of the ads so that the same ads do not play over and over.

49. **User Story #31:**

As a client, I want the admin login username to be SoggieMuffins and the password to be password1234 so that any admin can have access to change the length of ads easily.

50. **User Story #35:**

As a client, I want game assets to be less than 100kb in size so that they load quickly over the internet.

51. **User Story #54:**

As a developer, I want the games to be designed for scalability, so that I can be able to add new games without affecting the stability of the program.

52. **User Story #21:**

As a developer, I want to be able to have all of the games and functions communicate in a standardized way so that I can, in the future, change 3rd party components of the app easily.

–End of Prioritized List of User Stories–