

| User stories | | Status |
|---------------------------|--|------------|
| As an user, I want to ... | Start the game with an options-menu | Complete |
| | Game rules explanation in options-menu | Complete |
| | Exit application in options-menu | Complete |
| | Have sound when the app starts | Complete |
| | Being able to edit the sound and visuals (brightness) when the app starts in option-menu | Incomplete |
| | Have a cool theme for the options-menu | Incomplete |
| | Being able to choose to play (go into play-menu) | Complete |
| | In play-menu, able to choose different levels (at least 3) | Complete |
| | In play-menu, able to exit the play-menu into options-menu | Complete |
| | In play-menu, also have a cool theme | Complete |
| | In play-menu, I can move around with my character (or arrow) to choose the level | Incomplete |
| | In level, I can visually see the game board | Complete |
| | In level, there are objects on the board | Complete |
| | In level, have words on the board | Complete |
| | In level, have adjacent words placed together generate game rules if they are valid sentences | Complete |
| | In level, I can move pieces around the board | Complete |
| | In level, have win conditions for each board | Complete |
| | In level, have lose conditions for each board | Complete |
| | In level, I can quit in the middle and go to level-menu or quit application alltogether | Complete |
| | In level, I can edit the board visually (brightness/ ...) to accomodate vision, or edit the game music | Incomplete |
| | In level, I want to be able to customize the theme | Incomplete |
| | In level, I can get a hint when stuck | Complete |
| | In level, scan the game board to change rules every time pieces are moved | Complete |
| | After level, Have confetti to celebrate + yay when I win/ boo or sad sound when I lose | Incomplete |
| | After level, regardless win/lose , I can choose to play again, or go to level-menu/ options-menu | Complete |