# Feature requirements (user stories)

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| **No.** | **User Story Name** | **Description** | **Release** |
|  | Game-controls | To travel around the game board, I as a player want to be able to move the snake using the arrow keys or swiping motions. | R1 |
|  | Game-score | I want to be able to view my high score and current score on the game screen so I can monitor my development as a player. | R1 |
|  | Game-break | I want to be able to take a break or attend to other affairs and then resume playing where I left off. | R1 |
|  | Game-restart | I want to be able to restart games that I lose so that I can try again and succeed. | R1 |
|  | Game-variety | As a player, I want to have a variety of game modes to pick from so that I may play the game in any way I like, whether it's in classic form, timed mode, or endless mode. | R2 |
|  | Game-difficulty\_levels | To challenge myself and advance my talents, I want to be able to choose from a variety of difficulty levels, such as easy, medium, and hard. | R2 |
|  | Game-points | I want to be able to gather power-ups to improve my gameplay and score, like extra points or slow motion. | R2 |
|  | Game-obstacles | For the game to be more challenging and intricate, I want to be able to run into obstacles like walls or barricades. | R2 |
|  | Game-competition | To feel competitive and motivated, I want to be able to compete with other players, whether they are nearby or online, by comparing our scores and ranks. | R3 |
|  | Game-snake\_look | I want to be able to alter the snake's look as a player, whether it be its color, form, or skin, to make the game more enjoyable for me. | R3 |
|  | Game-sounds | As a player, I want the ability to turn on and off sound effects and background music so that I can customize the audio settings to my taste. | R3 |
|  | Game-social\_media | To showcase my abilities and compete with my friends, I want to be able to publish my gaming progress and victories on social media sites like Facebook and Twitter. | R3 |
|  | Game-tutorial | To understand how to play the game successfully, I as a player want to be able to access a tutorial or help section that explains the game mechanics and rules. | R3 |
|  | Game-tests | I want to be able to add unit tests and integration tests as a developer to make sure the game works properly and satisfies the user story requirements. | R1 |

**Use case diagram**

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