### **GAME MANAGEMENT**

#### **As a User, I want to delete a game from my list, so that all dashboards and aggregates instantly drop that game’s data, keeping my profile accurate.**

**Acceptance Criteria**

1. “Remove game” action in the overflow menu of each saved game.
2. Confirmation dialog: “Delete ‹Game› and all its stats?”
3. On accept:
   1. Entry removed from local DB.
   2. All per-genre and global aggregate numbers are recalculated in-memory and persisted.
4. Deleted game no longer appears after cold app restart.

#### **As a User, I want to be able to remove games that I am no longer interested in.**

**Acceptance Criteria**

1. “Remove” option available for saved games.
2. Confirmation dialog appears before deletion.
3. Removed game and its stats are deleted from the local DB.
4. The UI updates to reflect the removal immediately.

#### **As a user, I want to disconnect a game, so that its stats stop updating and eventually disappear.**

**Acceptance Criteria**

1. "Disconnect" option available per linked game.
2. After disconnecting, stats sync is disabled for that game.
3. Game marked as "Inactive" and hidden from dashboard after X days.
4. User can re-link the game later if desired.

### **STATS & SYNCING**

#### **As a User, I want the app to notice when a game’s API stats haven’t changed for N consecutive syncs (default = 5), so it pauses unnecessary calls, shows me a “Stale” badge, and lets me resume tracking with one tap.**

**Acceptance Criteria**

1. Background worker hashes each stats snapshot per game.
2. If hash unchanged for N syncs and last change ≥ 14 days, flag as stale.
3. Stale games are skipped by the periodic sync worker.
4. Push notification: “Apex Legends hasn’t changed since 12 Apr—resume tracking?”
5. In-app banner inside Game-Detail screen with “Resume” button.
6. Tapping Resume clears the stale flag and forces an immediate refresh.

#### **As a User, I want to view detailed statistics for each game I’ve linked so I can analyze my performance.**

**Acceptance Criteria**

1. Selecting a linked game shows full stat breakdown (e.g., matches played, win rate, etc.).
2. Stats update on sync or refresh.
3. Graphs or visual insights are optionally available for deeper analysis.

#### **As a User, I want to compare my personal statistics with another player.**

**Acceptance Criteria**

1. Option to enter another player’s username.
2. Side-by-side stat comparison shown in UI.
3. Metrics compared using clear visuals (e.g., graphs, rankings).

#### **As a privacy-focused user, I want to compare stats with a friend without revealing exact numbers, so that I keep my data private.**

**Acceptance Criteria**

1. Comparison shows relative ranking (e.g., better/worse) without showing actual numbers.
2. Option to enable/disable anonymized mode for comparisons.
3. No raw stats transmitted during compare operation.

#### **As a power user, I want a notice when I’m about to hit an API rate limit, so that I can wait before refreshing again.**

**Acceptance Criteria**

1. App tracks user’s current API quota usage.
2. Warning shown at 80%, 90%, and 100% of API limits.
3. User prompted to delay or pause further syncs to avoid errors.

### **USERNAME MANAGEMENT**

#### **As a User, I want to be able to add my username for a game, so the app can fetch my public stats.**

**Acceptance Criteria**

1. Input field accepts game-specific usernames.
2. Validation is performed before submission.
3. Username is saved and associated stats are retrieved.

#### **As a user, I want to add my username for each game, so the app can get my stats.**

**Acceptance Criteria**

1. Same as above — supports one or multiple usernames per game.
2. Option to manage usernames per game within profile or settings.

#### **As a user, I want to delete a username, so I can remove games I no longer play.**

**Acceptance Criteria**

1. “Delete username” button present.
2. Confirmation dialog: “Remove this username and all its data?”
3. Associated stats are removed from DB and UI updates accordingly.

#### **As a user I want to save multiple usernames if I play the same game on different accounts.**

**Acceptance Criteria**

1. App allows adding multiple usernames for the same game.
2. Each set of stats is shown independently.
3. Option to label each account (e.g., “Main”, “Alt”).

### **SECURITY & ACCESS**

#### **As a user, I want my linked usernames and stats encrypted on my phone, so my data is safe.**

**Acceptance Criteria**

1. Local DB is encrypted using AES or equivalent standard.
2. No data readable from the device without authentication.

#### **As a User, I want all local data encrypted with [], so it stays private.**

**Acceptance Criteria**

1. Full data encryption at rest using [insert method].
2. Attempting to access files outside app returns invalid content.
3. Encryption key secured via OS-level key store.

#### **As a user, I want to securely log in using a strong authentication method so that only I can access my profile and game stats.**

**Acceptance Criteria**

1. Supports OAuth, email/password, and biometric login.
2. Failed login attempts are limited.
3. Multi-Factor Authentication optional or required.

#### **As a user, I want my session to expire after a period of inactivity so that my account remains secure on shared devices.**

**Acceptance Criteria**

1. Session timeout setting available in preferences.
2. Default session timeout = 10 minutes.
3. Auto logout prompts re-authentication.

#### **As a User, I want every API call to use [] with certificate pinning to stop MITM attacks**

**Acceptance Criteria**

1. API client implements HTTPS with certificate pinning.
2. Rejected connection if cert fingerprint does not match.
3. Logging of all connection errors related to SSL.

### **STORAGE & BACKUP**

#### **As a user, I want my data to remain after closing the app or rebooting, so that I never lose my history.**

**Acceptance Criteria**

1. Data stored in persistent local encrypted database.
2. All game/user/session data reloads after restart.
3. Background sync resumes normally.

#### **As a user, I want to export an encrypted backup file, so that I can move my résumé to a new phone.**

**Acceptance Criteria**

1. Export option available in Settings.
2. Generates encrypted backup file with timestamp.
3. Backup file can be stored to cloud or locally.

#### **As a returning user, I want to import my backup, so that I instantly restore my history and keys.**

**Acceptance Criteria**

1. Import option prompts for backup file.
2. App verifies encryption before restoring.
3. On success, profile and game stats are reinstated.