user story id	user story name	
1	A new player wants a stimulating game to test short-term memory	

Acceptance criteria id	Acceptance criteria	Note
1	The user can watch a sequence of button 'flashes' and corresponding tones and copy the sequence by clicking the buttons after the sequence has been displayed to the user.	The game produces a sequence of button 'flashes' and corresponding tones. The first sequence of the game is one flash and tone and if the player successfully copies the sequence within the games 10 second timeout, then another button 'flash' and tone is appended to the end of the sequence for the player to copy in the second round. If the player successfully copies the second sequence within the games 10 second timeout then a third flash tone is appended for the player to copy and so on until the player copies the sequence incorrectly in which case, the game is over.
2	The user can easily find the instructions for the game.	
3	The user can view their current score whilst playing.	
4	The user can view the top ten highest scores achieved on their browser	Assuming the user or the browser has not cleared the persistent local browser storage.
5	The user can mute and unmute the game.	
6	The feature id 1 'Game landing page' has been fully implemented	
7	The feature id 2 'Mute/Unmute button' has been fully implemented	
8	The feature id 3 'Instructions' has been fully implemented	
9	The feature id 4 'Top ten scores' has been fully implemented	
10	The data id 5 'Game' has been fully implemented	
11	The data id 6 'Current score' has been fully implemented	
12	The data id 7 'Update top ten' has been fully implemented	
13	The data id 8 'Game tones' has been fully implemented	

user story id	user story name	
2	A previous player wants a stimulating game to test short-term memory	

Acceptance criteria id	Acceptance criteria	Note
1	The user can watch a sequence of button 'flashes' and corresponding tones and copy the sequence by clicking the buttons after the sequence has been displayed to the user.	The game produces a sequence of button 'flashes' and corresponding tones. The first sequence of the game is one flash and tone and if the player successfully copies the sequence within the games 10 second timeout, then another button 'flash' and tone is appended to the end of the sequence for the player to copy in the second round. If the player successfully copies the second sequence within the games 10 second timeout then a third flash tone is appended for the player to copy and so on until the player copies the sequence incorrectly in which case, the game is over.
2	The user can bypass reading the instructions if they already know how to play.	
3	The user can view their current score whilst playing.	
4	The user can view the top ten highest scores achieved on their browser	Assuming the user or the browser has not cleared the persistent local browser storage.
5	The user can mute and unmute the game.	
6	The feature id 1 'Game landing page' has been fully implemented	
7	The feature id 2 'Mute/Unmute button' has been fully implemented	
8	The feature id 4 'Top ten scores' has been fully implemented	
9	The data id 5 'Game' has been fully implemented	
10	The data id 6 'Current score' has been fully implemented	
11	The data id 7 'Update top ten' has been fully implemented	
12	The data id 8 'Game tones' has been fully implemented	

user story id	user story name	
3	A visually impaired player wants a stimulating game to test short-term memory	

Acceptance criteria id	Acceptance criteria	Note
1	The visually impaired user can listen to a sequence of tones played to them by the game and copy the sequence by clicking the buttons after the sequence has been played to the user.	The game produces a sequence of button 'flashes' and corresponding tones. The first sequence of the game is one flash and tone and if the player successfully copies the sequence within the games 10 second timeout, then another button 'flash' and tone is appended to the end of the sequence for the player to copy in the second round. If the player successfully copies the second sequence within the games 10 second timeout then a third flash tone is appended for the player to copy and so on until the player copies the sequence incorrectly in which case, the game is over. All coloured button and the start button have aria labels and role attributes. Because each tone is unique to the button that flashes at the same time the tone is sounded, the sequence of tones can be copied without reference to the colour of the button that flashed.
2	The user can easily find the instructions for the game.	Semantic button used which is accessible to screen readers
3	The user can bypass reading the instructions if they already know how to play.	
4	The user can view their current score whilst playing.	
5	The user can view the top ten highest scores achieved on their browser	Assuming the user or the browser has not cleared the persistent local browser storage.
6	The feature id 1 'Game landing page' has been fully implemented	
7	The feature id 3 'Instructions' has been fully implemented	
8	The feature id 4 'Top ten scores' has been fully implemented	
9	The data id 5 'Game' has been fully implemented	
10	The data id 6 'Current score' has been fully implemented	
11	The data id 7 'Update top ten' has been fully implemented	
12	The data id 8 'Game tones' has been fully implemented	