User story 1 : A new player wants a stimulating game to test short-term memory
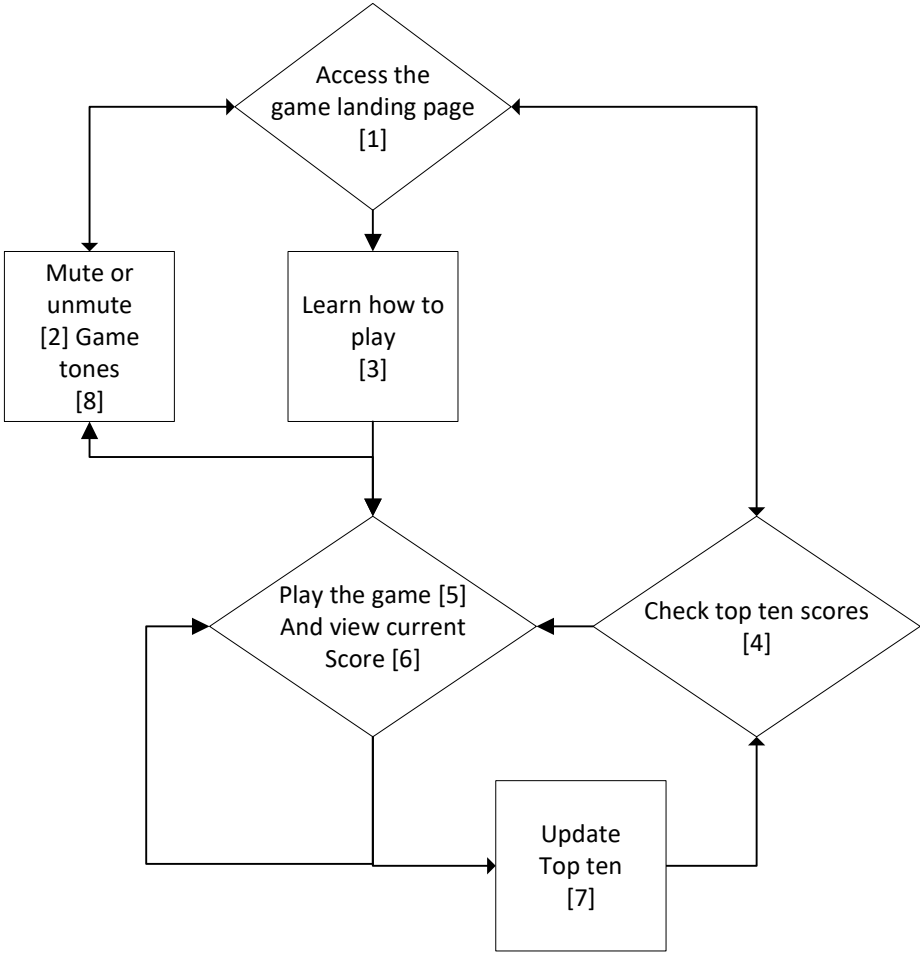
1. The user wants to play a stimulating game and test their short-term memory.
2. The user wants to be able to find out how to play easily.
3. The user wants to be able to track their score whilst in game
4. The user wants to see their improvement and see how they compare with others who have also played the game on the same device browser.
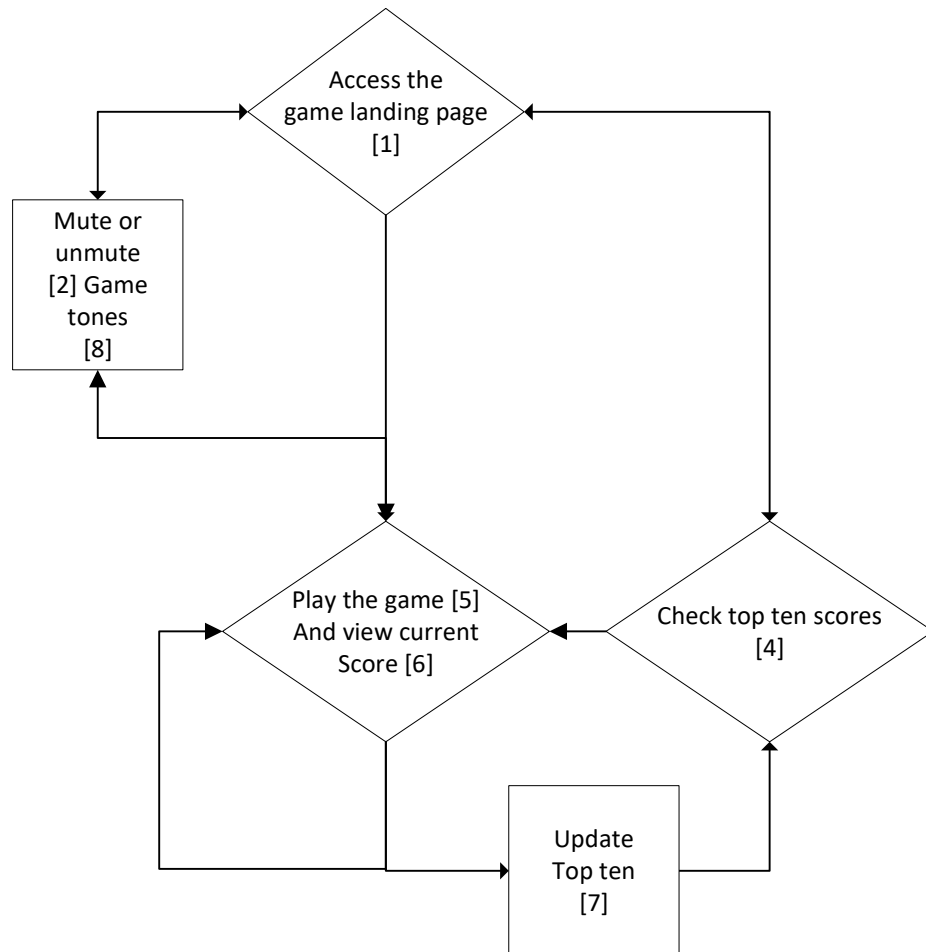5. The user wants the option of whether or not to have sound.

Workflow

```
                    Access the
                  game landing page
                        [1]

   Mute or              Learn how to
   unmute                  play
   [2] Game                 [3]
    tones
     [8]

              Play the game [5]         Check top ten scores
              And view current                  [4]
                 Score [6]

                              Update
                              Top ten
                               [7]
```

Required Features / Data [id]

Feature	[1]	Game landing page	Data	[5]	Game
Feature	[2]	Mute/Unmute button	Data	[6]	Current score
Feature	[3]	Instructions	Data	[7]	Update top ten
Feature	[4]	Top ten scores	Data	[8]	Game tones

User story 2 : A previous player wants a stimulating game to test short-term memory

1. The user wants to play a stimulating game and test their short-term memory.
2. The user wants to be able to quickly open and play the game if they already know how to play.
3. The user wants to be able to track their score whilst in game
4. The user wants to see their improvement and see how they compare with other who have also played the game on the same device browser.
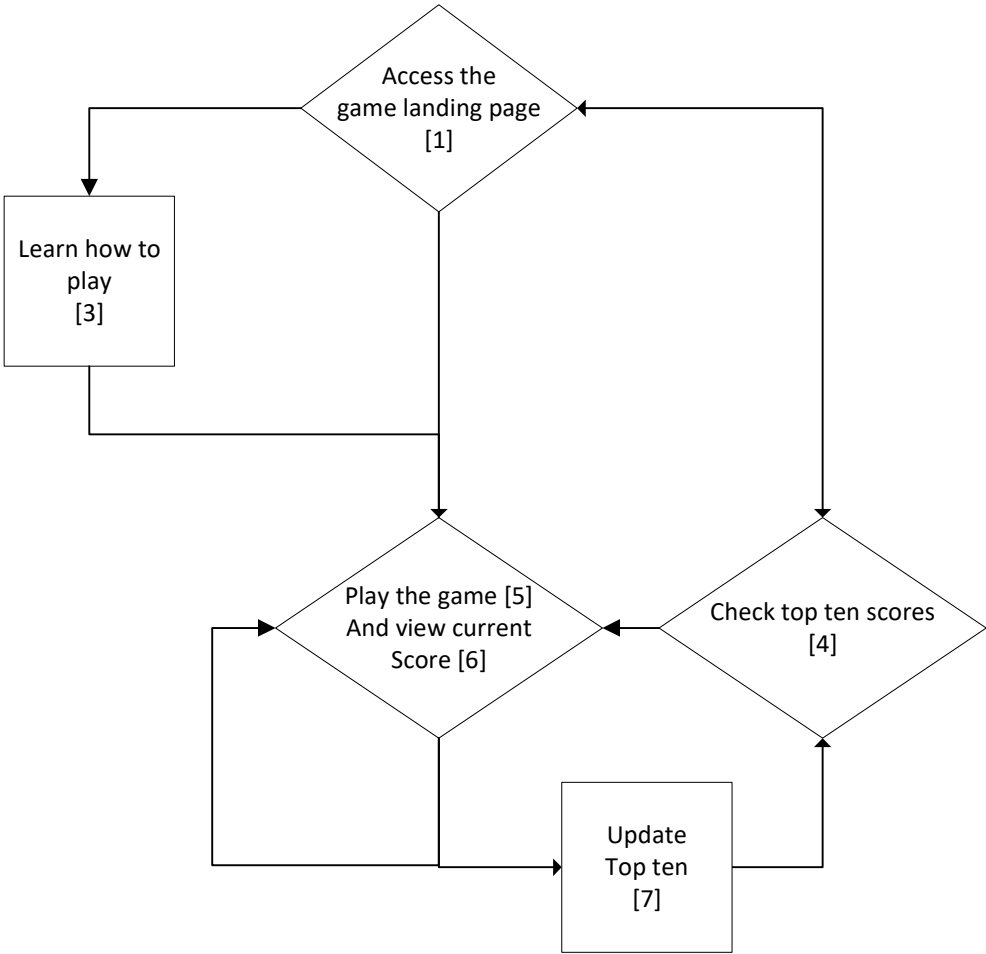5. The user wants the option of whether or not to have sound.

Workflow

```
                    ┌─────────────┐
                    │ Access the  │
          ┌────────▶│ game landing│◀────────┐
          │         │  page [1]   │         │
          │         └──────┬──────┘         │
   ┌──────┴──────┐         │                │
   │ Mute or     │         │                │
   │ unmute      │         │                │
   │ [2] Game    │         │                │
   │ tones [8]   │         │                │
   └──────┬──────┘         │                │
          │                ▼                │
          │         ┌─────────────┐   ┌──────────────┐
          │         │ Play the    │   │ Check top ten│
          └────────▶│ game [5]    │◀──│ scores [4]   │
                    │ And view    │   │              │
                    │ current     │   └──────┬───────┘
                    │ Score [6]   │          │
                    └──────┬──────┘          │
                           │    ┌─────────┐  │
                           └───▶│ Update  │◀─┘
                                │ Top ten │
                                │  [7]    │
                                └─────────┘
```

Required Features / Data [id]

Feature	[1]	Game landing page	Data	[6]	Current score
Feature	[2]	Mute/Unmute button	Data	[7]	Update top ten
Feature	[4]	Top ten scores	Data	[8]	Game tones
Data	[5]	Game			

User story 3 : A visually impaired player wants a stimulating game to test short-term memory

1. The visually impaired user wants to play a stimulating game and test their short-term memory.
2. The user wants to be able to find out how to play easily.
3. The user wants to be able to quickly open and play the game if they already know how to play.
4. The user wants to be able to track their score whilst in game
5. The user wants to see their improvement and find out how they compare with other who have also played the game on the same device

Workflow

Access the game landing page [1]

Learn how to play [3]

Play the game [5] And view current Score [6]

Check top ten scores [4]

Update Top ten [7]

Required Features / Data [id]

Feature [1]   Game landing page
Feature [3]   Instructions
Feature [4]   Top ten scores
Data   [5]   Game

Data   [6]   Current score
Data   [7]   Update top ten
Data   [8]   Game tones