User Story

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Project: Music trivia game

Semester: 6

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| Version | Date | Description |
| 0.1 | 7 March 24 | Initial user stories |
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Contents

[Context 2](#_Toc160630305)

[User story 2](#_Toc160630306)

[User story 1 2](#_Toc160630307)

# Context

This document represents the user story for a music trivia game. It is a web-based game where players have 30 seconds to guess either the artist or the song name based on a 10-second preview of the song. This document outlines the project requirements, defines the target user, and describes the user's interactions on the website. Please note that these user stories are not final and may be updated over time until the final delivery week of the project.

# User story

## User story 1

As a player, I want to select the genre of music and the year that I want to play, so that I can test my knowledge on that specific music.

**Acceptance Criteria**

* I can pick which genres of music I want to play.
* I can pick which year I want to play.
* I can set how many rounds I want to play.
* Start the game when the ready button is pressed.

## User story 2

As a player, I want to see the timer when I play the trivia game, so that I know how many times I have left before I lose the round.

**Acceptance Criteria**

* The timer is displayed each round.
* The timer restarts every round.
* The timer should start when the song started to play.
* After the timer stop you won’t be able to click on the answer.

User story 3

As a player, I want to see the correct answer when I pick the wrong answer, so that I know the right answer next time when the specific song plays.

**Acceptance Criteria**

* I can see the correct answer by the color.
* I can see the wrong answers by the other color.
* It displays the answer I picked.

User story 4

As a player, I want to create a session, so that I can invite my friends to play.

**Acceptance Criteria**

* I can see an invite button.
* I can see the empty player slot.
* I can see a ready button.
* I can see that my friend has join the session

User story 5

As a player, I want to know which round I’m currently at, so that I know how many rounds are still left during the session.

**Acceptance Criteria**

User story 6

As a player, I want to be able to see the other players answers, so that I know what answer they have picked.

**Acceptance Criteria**

* The other players answer is displayed.
* Each player is displayed differently.

User story 7

As a player, I want to want to have the option to choose how many round the session has, so that we can play longer or less.

**Acceptance Criteria**