

User Stories

Story	Description	Requirements/Acceptance Criteria	Estimate/Priority
US-1	As a new user, I can register a new account	<input type="checkbox"/> Verify that email is a valid format <input type="checkbox"/> Verify that email is unique <input type="checkbox"/> Verify that the user has access to the email they entered <input type="checkbox"/> Verify that the username is unique <input type="checkbox"/> Verify that the provided password is acceptable <input type="checkbox"/> Verify that the related information is correctly stored and can be retrieved <input type="checkbox"/> Test with blank criteria <input type="checkbox"/> Test with email/username that already exists	Required
US-2	As a registered user, I can log in to my account	<input type="checkbox"/> Verify that the user exists <input type="checkbox"/> Verify that the password matches <input type="checkbox"/> Verify that user profile is displayed <input type="checkbox"/> Test with blank criteria <input type="checkbox"/> Test with non-existent user	Required
US-3	As a user, I can create a game	<input type="checkbox"/> Verify that the user is registered as the owner of the game <input type="checkbox"/> Verify that game appears in the user's game log <input type="checkbox"/> Keep a record of who started the game, giving the first turn to the person initiating the game <input type="checkbox"/> Tests?	Required
US-4	As a user, I can invite other players to my game	<input type="checkbox"/> Verify that the invited user is eligible for the game <input type="checkbox"/> Keep a record of who started the game, giving the first turn to the person initiating the game <input type="checkbox"/> Verify that the other user receives an invitation to the game <input type="checkbox"/> Verify that the inviting player can accept or decline the incoming player <input type="checkbox"/> Verify that only one invited player may accept the invitation <input type="checkbox"/> Make sure that the game cannot start until both players are ready <input type="checkbox"/> Verify that the invitation has a time-out <input type="checkbox"/> Test with a nonexistent user <input type="checkbox"/> Test with game owner	Required

		<input type="checkbox"/> Test with already invited user	
US-5	As a user, I can see all of my active games	<input type="checkbox"/> Verify games appear in chronological order <input type="checkbox"/> Verify active games appear at the top <input type="checkbox"/> Verify player turn is indicated next to the corresponding game <input type="checkbox"/> Test with no active games <input type="checkbox"/> Test with data capacity # of games?	Should have
US-6	As a user, I can open one of my active games	<input type="checkbox"/> Verify game opens in the most recent configuration <input type="checkbox"/> Verify game shows last move made	Should have
US-7	As a user, I can see what moves have been made since the start of a game	<input type="checkbox"/> Verify user can select the previous move made <input type="checkbox"/> Verify user can select the next move made <input type="checkbox"/> Verify this does not change the current game configuration <input type="checkbox"/> Test with no moves made yet <input type="checkbox"/> Test with a large number of previous moves <input type="checkbox"/> Test with either player's turn	Not necessary
US-8	As a user, I can see all of my previous games	<input type="checkbox"/> Verify games appear in chronological order <input type="checkbox"/> Verify finished games appear at the bottom <input type="checkbox"/> Verify result is indicated next to the corresponding game <input type="checkbox"/> Test with no games <input type="checkbox"/> Test with data capacity # of games?	Should have
US-9	As a user, I can open one of my previous games	<input type="checkbox"/> Verify game opens in winning configuration <input type="checkbox"/> Verify game statistics appear? <input type="checkbox"/> Test with won and lost games	Not Necessary
US-10	As a user, I can see what moves were made in a game I've finished	<input type="checkbox"/> Verify user can select the previous move made <input type="checkbox"/> Verify user can select the next move made <input type="checkbox"/> Verify this does not change the current game configuration <input type="checkbox"/> Test with a large number of previous moves <input type="checkbox"/> Test with won and lost games	Not Necessary
US-11	As a user, I can take my turn in a game	<input type="checkbox"/> Verify piece moves correctly and according to game rules <input type="checkbox"/> Verify turn gets passed <input type="checkbox"/> Verify game notifies the other player of turn	Required
US-12	As a user, I can win a game	<input type="checkbox"/> Verify game correctly calculates victory <input type="checkbox"/> Verify game can result in tie/stalemate after X number of moves w/o capture <input type="checkbox"/> Verify game ends and is stored in both users' finished	Required

		game lists <input type="checkbox"/> Test with either player winning <input type="checkbox"/> Test with tie/stalemate	
US-13	As a user, I can forfeit a game	<input type="checkbox"/> Verify game correctly calculates victory <input type="checkbox"/> Verify game ends and is stored in both users' finished game lists <input type="checkbox"/> Test with either player forfeiting	Should Have