

## User Stories

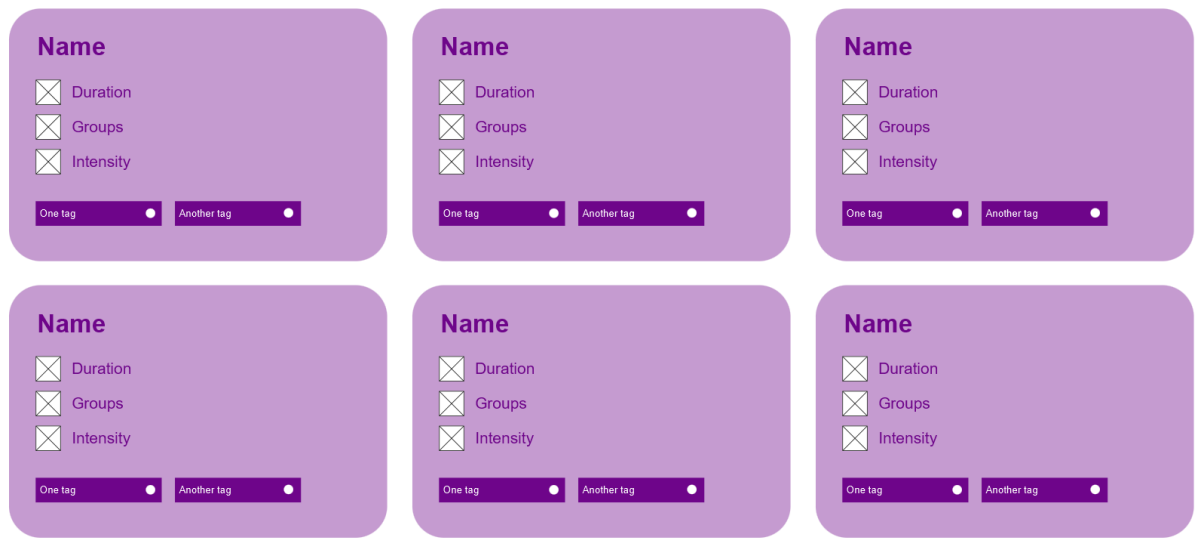
### Story – Overview Own Games

As an guest

I'm able to get a list of my own games on my profile

So that I can see which games I've added

### Wireframe



### Acceptance Criteria

- A list of the users' games
- When there are no games a no game card is displayed

## Story – Edit A Game

As an user

I'm able to edit my own game

So that I can make the game better or fix mistakes

### Wireframe

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Edit

My first game

This is long and detailed explanation of the game that is being shared, I will be able to achieve this by using a wysiwyg editor.

This will result in the possibility of using bullet points

- Bullet 1
- Bullet 2
- Bullet 3

But also text decoration like: gold, italic, underline, ...

Duration (min)

120

In Groups

One big group

Intensity

Heavy

Tags

Outside City 12y 13y

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### Acceptance Criteria

- View the current values of the games
- Modify the game

## Story – Filter Games

As a guest

I'm able to get filter games

So that I can get a better result of games for my needs

## Wireframe

Duration

Groups

Intensity

Tags

[Reset Filters](#)

Name


☐ Duration

☐ Groups

☐ Intensity

One tag

Another tag

 Game Author

Name


☐ Duration

☐ Groups

☐ Intensity

One tag

Another tag

 Game Author

Name

☐ Duration

☐ Groups

☐ Intensity

One tag

Another tag

 Game Author

Name

☐ Duration

☐ Groups

☐ Intensity

One tag

Another tag

 Game Author

Name

☐ Duration

☐ Groups

☐ Intensity

One tag

Another tag

 Game Author

Name

☐ Duration

☐ Groups

☐ Intensity

One tag

Another tag

 Game Author

## Acceptance Criteria

- View all the possible filters
- Add a filter to my search list
- Remove a filter from my search list
- Reset filters

## **Story – Create a Game**

As an user

I'm able to create a game

So that I can share my games with the community

### **Wireframe**

Wireframe of a 'Create a Game' form. The form is divided into two main sections. The top section contains a 'Game Name' input field. The bottom section is split into two columns. The left column contains a large 'Explanation' text area. The right column contains four form fields: 'Duration (min)', 'In Groups', 'Intensity', and 'Tags'. Each of these fields has a corresponding input field with a dropdown arrow. A purple 'Create' button is located in the top right corner of the form.

### **Acceptance Criteria**

- Type out my game
- Save the game

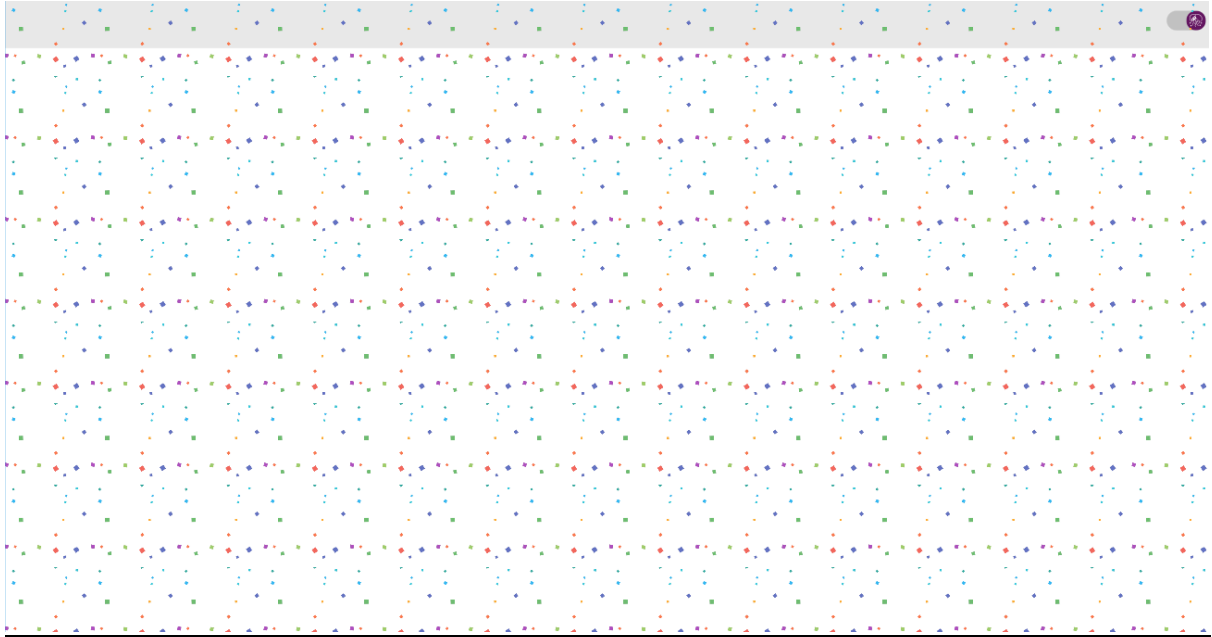
## **Story – Party Mode**

As a user

I want to be able to enable party mode

So that I can view confetti on my page

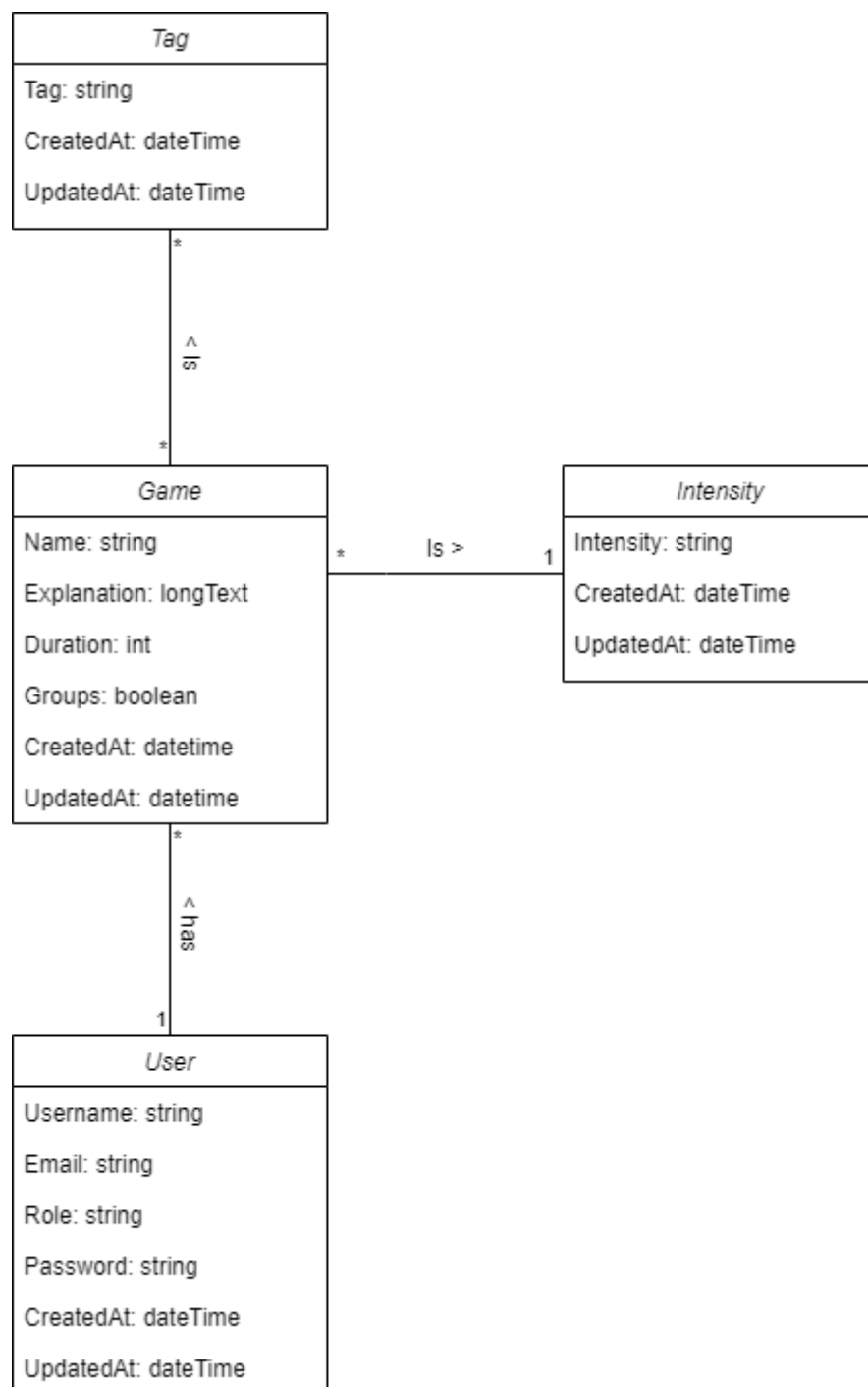
### **Wireframe**



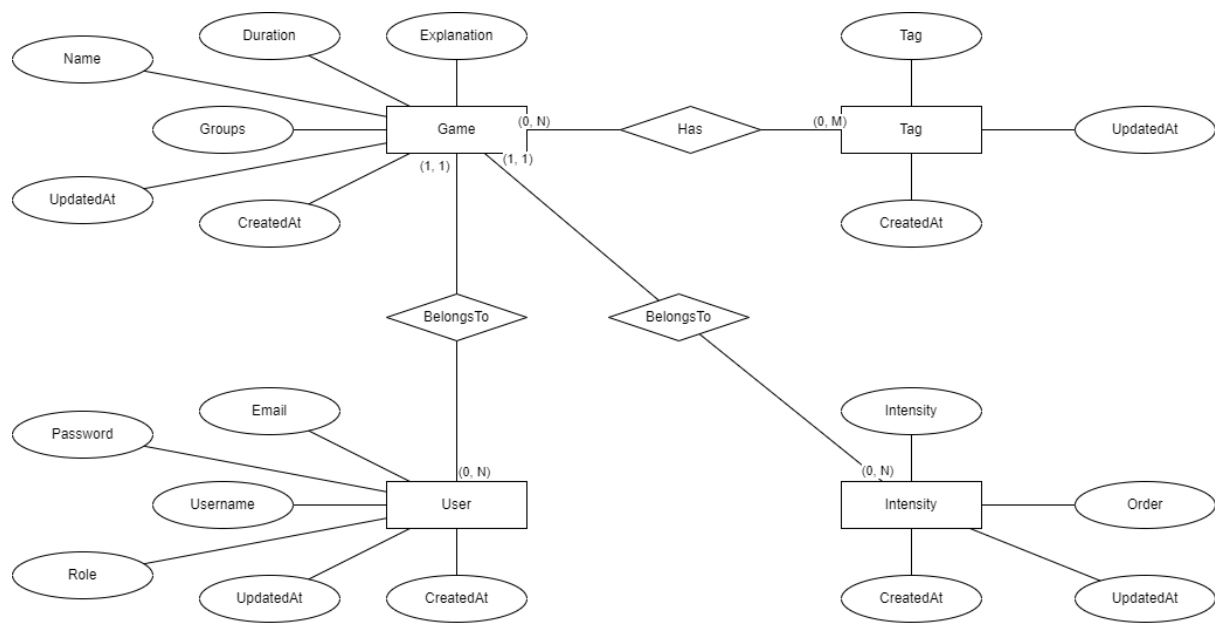
### **Acceptance Criteria**

- Toggle to switch party mode on and off
- Confetti on my page continuing

## Domain Model



## Conceptual Model



## Logic Model

