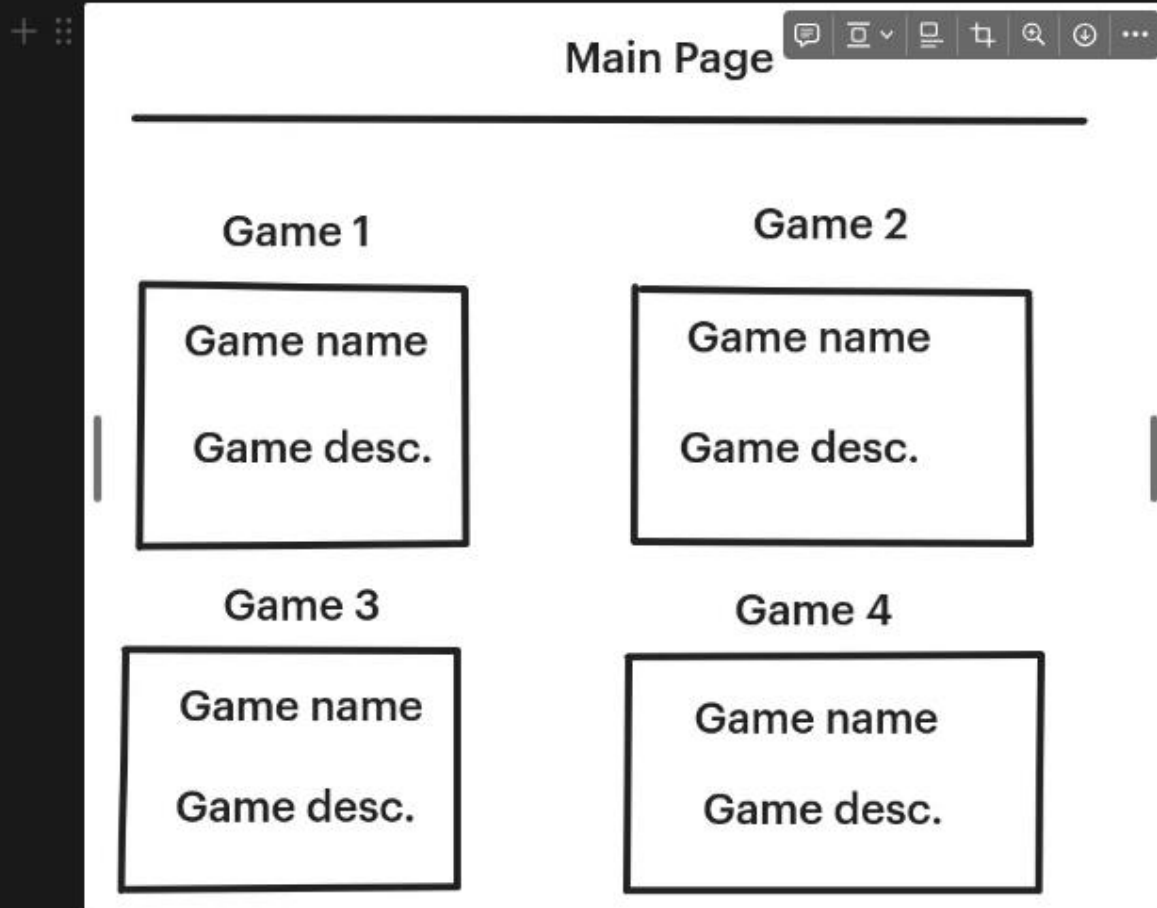# USER STORY 1: SEE ALL GAMES IN PAGE

As a user,

I'm able to see all games on the main page

So I can view what games are available on the website.

WIREFRAME:

ACCEPTANCE CRITERIA:

- When accessing main page, user should see a list of all games on the website.
- Each game should have at least name and description.
- Games should align themselves and be positioned neatly (flex)

USER STORY 2: FILTER GAMES BASED ON QUERY

As a user,

I want to filter all website games by query

so I can find specific games efficiently.

Write something, or press 'space' for AI, ' / ' for commands...

WIREFRAME:

Main Page

🔍 Game 1

Game 1

Game name

Game desc.

(only game 1
is shown)

ACCEPTANCE CRITERIA:

- There should be a search bar item at the top of the main page.
- This should be an input field that sends an async request every time an input is given (typing)
- Game names and therefore widgets should be filtered according to search query
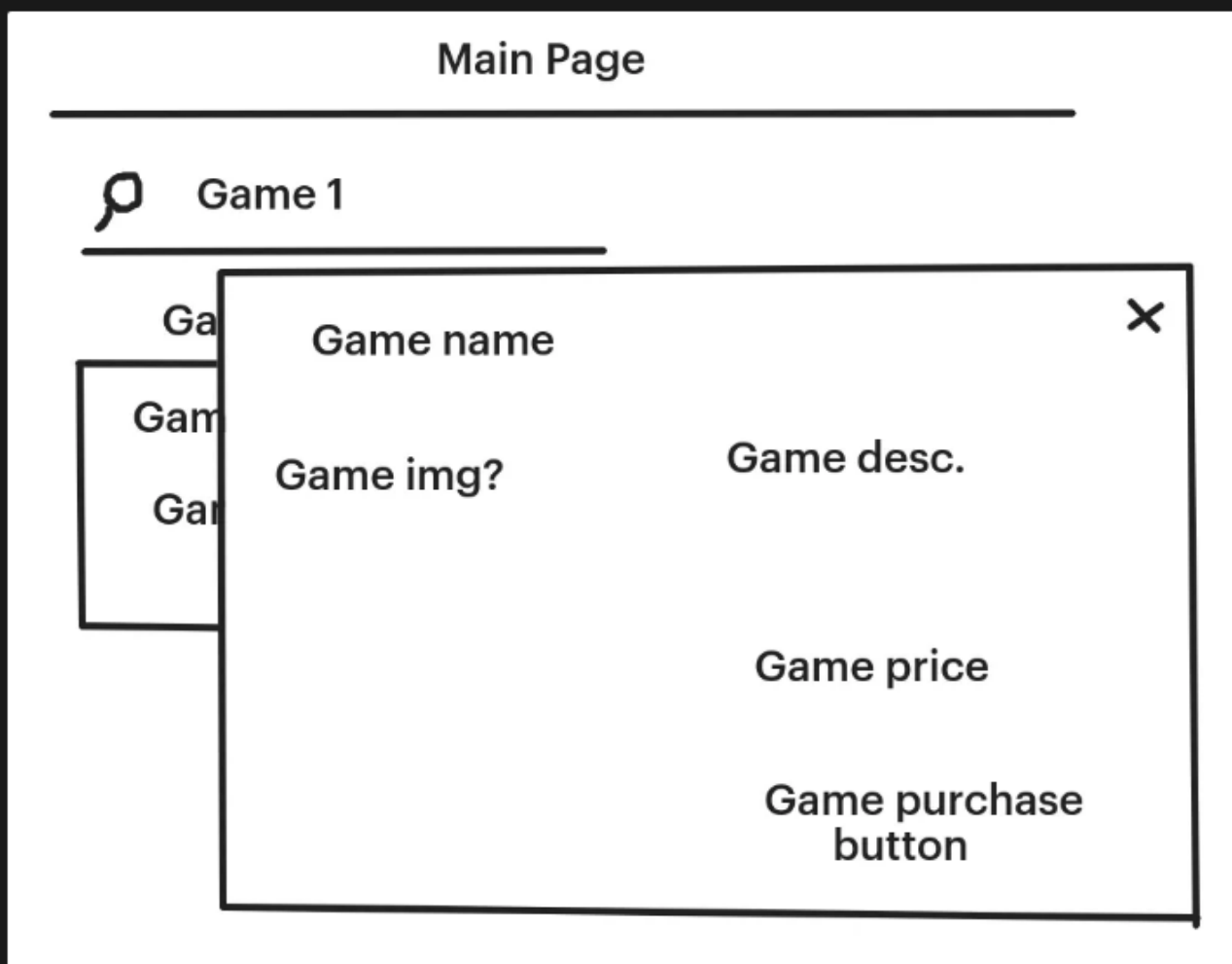
USER STORY 3: OPEN GAME PAGE

As a user,

I want to open the page of a game

So I can see more information about it.

+ ⠿

WIREFRAME:

Main Page

Game 1

Ga   Game name   ✕

Gam
        Game img?   Game desc.
Gar

                                Game price

                            Game purchase
                                button

ACCEPTANCE CRITERIA:

- On clicking a game from the main page, a pop up (or not pop up, still to be discussed with lecturer) of the game opens up.

- This pop up contains more information about it, like a cover/image, a price, and a purchase button

- There should be a way (little cross on either corner or some other way) to close the pop up and return to the games list.

WIREFRAME:

- For registering:

- For logging in:

ACCEPTANCE CRITERIA

- When pressing on a Register/Log in button from the main page, the user is taken to this page
- User can choose to either register or log in, by clicking on either "register" or "log in"
- When registering, user must provide a username, email, phone number, password and birth date; when logging in, they're only ask for either username or email and password
- On clicking Register or log in, users are either added to the system if they're not registered yet, or they're logged in if the credentials are correct. For now, this is simply shown as a "you're logged in!" message. Authentication mechanics will be added later.
- Incorrect fields are checked, like making sure email is a string, no empty fields, etc.

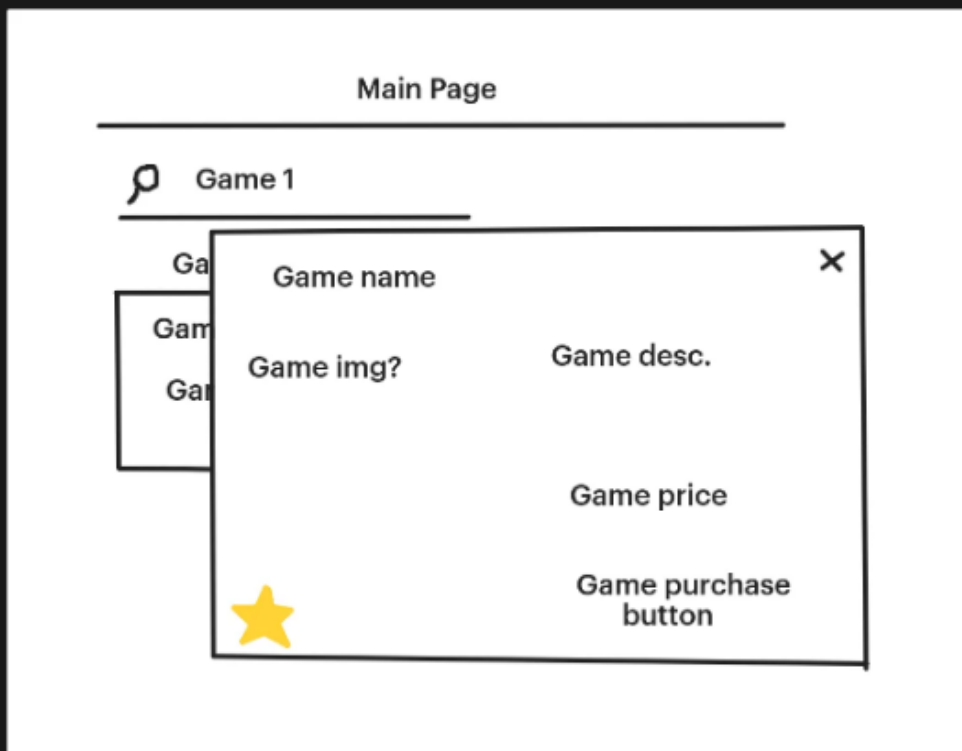# USER STORY 5: ADD GAME TO FAVORITES

As a user,

I want to add a game to my favorites,

so I can have them all in one list and access them better.

WIREFRAME:

ACCEPTANCE CRITERIA:

- When viewing the game page for a game, there should be some sort of button to favorite a game. Clicking this button sends a PUT/POST request to add the game to the user's favorite game list
- Game should be visible from the user's favorite list on their profile
- When accessing the game at a later date, the button should stay "pressed" to indicate the user has already favorited this game
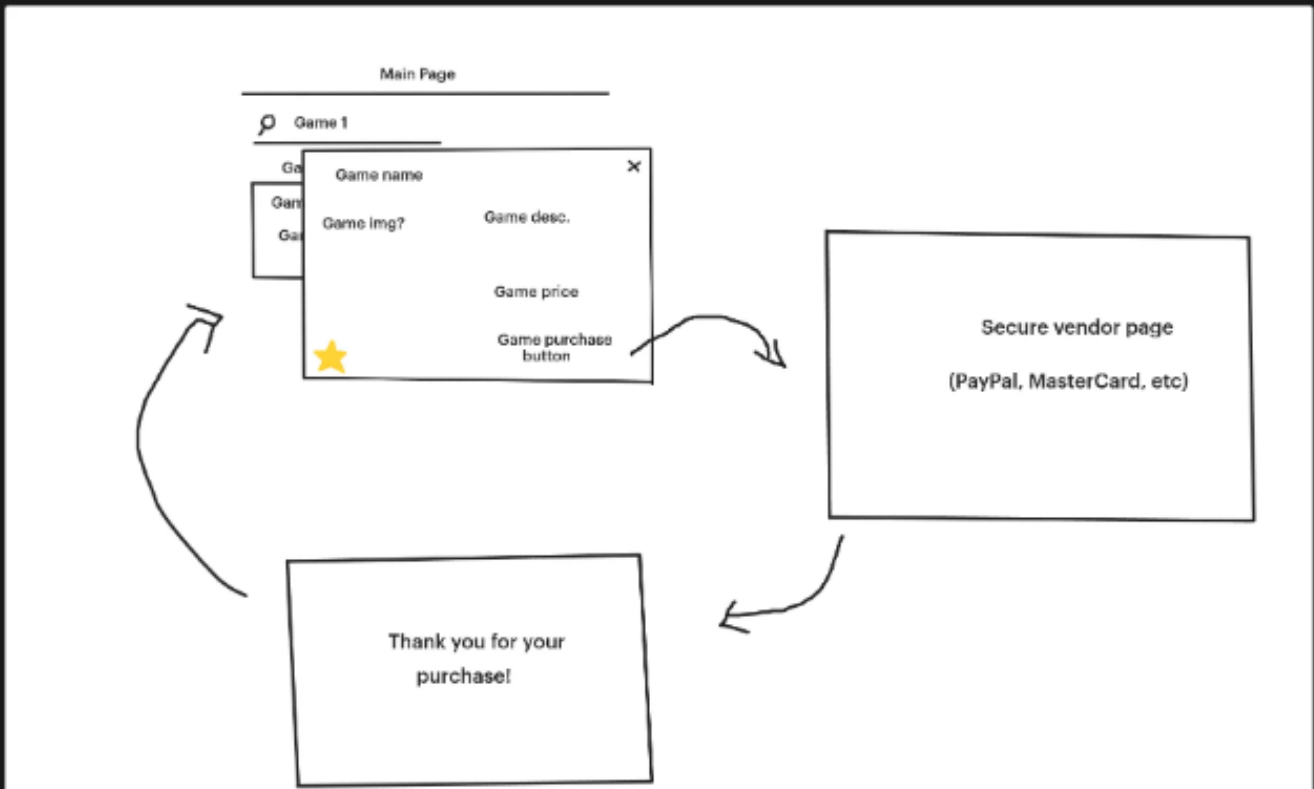
USER STORY 6: PURCHASE GAME

As a user,

I want to purchase a game

So I can add it to my library and play it.

WIREFRAME:

ACCEPTANCE CRITERIA:

- When clicking on the "purchase" button on a game page, the user should be redirected to a secure vendor page (paypal, mastercard, etc). For the sake of this project we'll probably just use a dummy page

- The user is then thanked for their purchase and brought back to the game website, where the game now appears as purchased.

- The game now appears in the user's "purchased games" list on their profile

USER STORY 7: SEE PROFILE PAGE

As a user who has logged in,

I want to see my profile page,

so I can view my favorites and purchased games lists, and access settings and personal information.

WIREFRAME:

ACCEPTANCE CRITERIA:

- On pressing the profile button on the main page, user is redirected to the profile page IF THEY ARE LOGGED IN. If they're not, then there is a "Log in" button instead of a profile button

- All user info is displayed in profile page

- There is a list of favorite games and purchased games for the user

- There is a settings button (probably just a placeholder for the sake of this project, might change in the future)