

SENG365 ASSIGNMENT 2

GAME REVIEW SITE USER STORIES

SENG365

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Overview

This document summarises the user stories that should be implemented in the course's two assignments. Assignment 1 implements a web server (or API) to provide the 'back-end' for these stories. Assignment 2 implements a web client to provide the 'front-end' for these stories.

Any of these stories may be used to assess Assignment 2. It is likely that only some of these stories will be assessed, but these won't be declared before the assessment takes place.

You are strongly advised to successfully implement the first Story for each category of stories **before** you move on to implement other stories in the categories.

A copy of the source code for the reference server will be released so that you have a standard server against which to create your client application. Regardless of when the source code is released, you can still test your client against the deployed reference server available at <https://seng365.csse.canterbury.ac.nz/api/v1> (although your final code **must** assume that there is a server running at <http://localhost:4941/api/v1>).

Finally, 20 stories may appear to be a lot of work. Remember that much of the computational work is already done for you by the reference server. Assignment 2 is focused on requesting and retrieving information from the server, and then presenting that information effectively to the user.

Definitions

The following terms are used in the stories:

- **Casual user:** any person using the application to view games, whether logged in or not.
- **Registered user:** a person that has registered an account into the system and is currently 'logged in'.
- **Creator** (of a game): the user who created a game (who uploads it to the site), required for all games.
- **Mark as owned** (a game): a Registered user can mark a game as owned if it is not one they created.
- **Wishlist** (a game): a Registered user can wishlist a game they have not created or marked as owned.
- **Image:** an image (JPEG, PNG, or GIF) used to illustrate the game listed – or to give context to it – and/or to illustrate a user profile.
- **Date:** means time and date; and should be displayed to the user in NZ time.
- **Review:** any review of a game by another registered user. It must include a rating between 1 and 10 (inclusive), and may additionally include a textual message.

Assessed stories for the assignment

Searching Games

U1 Search

As a casual user, I'd like to be able to see only those games whose information (title or description) contains some characters, word(s), or a phrase, so that I can find the ones that are of most interest to me.

AC.1 The user can type a word or phrase into an appropriate search box to search for specific games.

AC.2 Only, and all, games whose **title or description** contains the provided characters, word(s), or phrase are shown (possibly after using pagination).

AC.3 The results should be shown as described in Story 2 with the possibility of being filtered as described in Story 3.

U2 List of Games

As a casual user, I'd like to be able to see a list of the existing games.

AC.1 Basic information about each game should be visible, composed of:

- Hero image,
- title,
- creation date,
- genre,
- creator (first and last name and hero image),
- price and,
- platforms.

AC.2 All games should be shown (possibly after using pagination).

U3 Filter

As a casual user, I'd like to be able to filter games shown to those of that match a set of genres or platforms, or a cost less than a given amount, or any combination of these.

AC.1 The user can select **one or more** options (e.g., genre 'Action' or 'RPG', platform 'XBOX' or 'Playstation 5' and price less than '\$60.00') to filter by.

AC.2 The user can use no filter, filter by genre, filter by platform, filter by price, or any combination of filters.

AC.3 Only games that match at least one of the genres should be shown (possibly after using pagination).

AC.4 Only games that match at least one of the platforms should be shown (possibly after using pagination).

AC.5 Only games that have a price less than or equal to the value provided should be shown (possibly after using pagination).

U4 Sort

As a casual user, I'd like to be able to sort the games.

AC.1 By default, games must be ordered according to when they were created, from oldest to newest (This is the default provided by the server `CREATED_ASC`)

AC.2 The user can choose to sort the games in one of the following ways:

- Ascending alphabetically
- Descending alphabetically
- Ascending by price
- Descending by price
- Ascending by rating (as provided by other users)
- Descending by rating (as provided by other users)
- Chronologically by creation date (from the first to be created to the last)
- Reverse Chronologically by creation date (from the last to be created to the first)

U5 Pagination

As a casual user, I'd like to see the games shown in batches. You may choose a page size between 5-10 (inclusive), or let the user select their own size from this range. We will discuss 10 as an example in ACs.

- AC.1 If there are more than 10 games in the list, then the user should only see the first 10 to begin with. I.e. games 1-10.
- AC.2 The user can choose to view the next batch of 10 (if there are additional games), i.e. games 11-20. In this way the user should be able to look through all the games 10 at a time.
- AC.3 The user can choose to view the previous batch of 10, where the user has progressed beyond the first 10 games. For example if the user is viewing games 21-30, they can 'page back' to games 11-20.
- AC.4 The user can choose to progress to the first page (i.e. games 1-10) if they are not already on that page.
- AC.5 The user can choose to progress to the last page if they are not already there
- AC.6 The user should be able to see the index of the current page, where the index starts at 1. games 1-10 are on page 1, 11-20 are on page 2, etc...
- AC.7 The user should be able to see when there are no more games. There should be an indication that the last page has been reached, and they should not be able to travel to any pages beyond this.
- AC.8 The last page may contain less than 10 games. For example, if there are 25 games, the pages should contain 1-10, 11-20, 21-25 respectively.

U6 Combination

As a casual user, I'd like to be able to combine searching, filtering, and sorting.

- AC.1 The user should be able to select multiple options, and this should result in all of them being applied. For example, if the user searches for 'Fantasy', filters by genre 'RPG', platform 'PC' and price \leq \$40.00, and sorts by 'Rating descending'. Then only games with 'Fantasy' in the title or description **and** genre 'RPG' **and** platform 'PC' **and** have a price of \$40.00 should be displayed sorted by highest to lowest rated.

Viewing a Game

U7 Viewing a Game

As a casual user, I'd like to be able to see further details about a game.

- AC.1 There must be an easy way to reach these details from the list of game described in Story 1 (such as a link from the list of games, this information **will not count** if it is only displayed in the list).
- AC.2 All information about the game should be visible, composed of:
 - Creation date
 - Hero image
 - Title
 - Description
 - Creator: profile image (or a default one if none exists) and first and last name.
 - Genre
 - Platforms
 - Number of users currently wishlisting the game
 - Number of users who have currently marked the game as owned
 - Rating
 - Number of reviews
 - List of all reviews, each one with the rating, message (if provided), timestamp of when it occurred, the reviewer's profile picture (or a default one if none exists) and first and last name.
- AC.3 The list of reviews must be ordered by most recent to oldest (this is the default of the server). The whole list doesn't need to be initially shown, but if not, there must be some way to easily see the list without leaving the page (e.g., a modal popup, or a hide/show button).

U8 Similar games

As a casual user, I'd like to be able to see a list of similar games (if any exist).

AC.1 A list of similar games should also be displayed in the game details page. A similar game is any other game with the same genre as the currently viewed game, **or** with the same creator.

AC.2 Similar games should be displayed with the same information as Story 2.

Registering and Logging in

U9 Register

As a casual user, I'd like to register as a user in the application so that I can access features that require me to be authenticated.

AC.1 Any person who is **not** already logged in can register by providing a first name, last name, email address, and password. Optionally they can also provide a profile picture (JPEG, PNG, or GIF).

AC.2 The email address must not already be in use by another user.

AC.3 The email address must be syntactically valid (must contain an @ and a top-level domain e.g., "a@b.c").

AC.4 The password must be at least 6 characters in length.

AC.5 The password must not be displayed in plaintext (i.e., it should be obscured by representing each character as a dot or star). However, users **may** click a button to toggle the ability to view the password field.

AC.6 Upon successfully registering, the user is immediately logged in.

U10 Log in

As a registered user, I'd like to be able to log in to the application so that I can complete tasks that require authentication.

AC.1 A user must be able to log in to the application using their email address and password. Any subsequent action they take (e.g., creating a new game) will be related to their account.

AC.2 A user must not be able to log in to an account without providing both the correct email address and password of that account.

AC.3 A logged-in user cannot log in again, without first logging out.

U11 Log out

As a registered user, I'd like to be able to log out to secure my account or to log in to another account.

AC.1 A logged-in user may log out, which causes them to no longer be authenticated.

AC.2 A user that is not currently logged in cannot log out.

Managing Games

U12 Create

As a registered user, I'd like to be able to create a listing for my game.

AC.1 The user must first be logged in.

AC.2 The user must provide valid information to create the game (with required attributes bolded)

- **Title** – Must be unique.
- **Description**
- **Genre** – Must reference a genre accepted by the server. A game may only be marked have 1 genre.
- **Platforms** – Each must reference a platform accepted by the server. A game may be available for 1 or many platforms.
- **Image** – Must only accept png, jpeg, gif
- **Price** – A game that is free must provide a price of \$0.00

AC.3 The game must then be included in the list of games and work with searching, filtering, sorting, and pagination.

U13 Edit

As the creator of a game, I'd like to be able to modify my games's details to correct any errors or provide updates.

AC.1 Only the creator of the game can edit it.

AC.2 Basic information (title, description, genre, platforms, price) may be changed at any time

U14 Delete

As the creator of a game, I'd like to be able to delete my game.

AC.1 Only the creator of a game can delete it.

AC.2 The creator must be prompted to confirm the action.

AC.3 A game **can not** be deleted once one or more reviews have been added.

U15 My games

As a user, I'd like to be able to see all the games I created, reviewed, are currently wishlisting, or have marked as owned.

AC.1 A registered user must have some way of viewing only and all the games they are 'involved' with, either as the creator or a reviewer, wishlister or owner.

AC.2 Each game must be shown with the same information that can be seen from the list of games in Story 2 (there are no requirements for searching, filtering, sorting, or pagination).

AC.3 There should be an easy way to view the details of any of these games (Story 7).

Reviewing a Game

U16 Reviewing

As a registered user, I'd like to review a game leaving a rating between 1-10 (inclusive) and optionally a message.

AC.1 Leaving a review for a game is available from the game details page.

AC.2 Only an authenticated user may review a game. Casual users should be prompted to log in or register.

AC.3 Users can review a game without leaving a message.

AC.4 The creator of a game cannot review their own game.

AC.5 A user cannot change or delete their review.

Wishlisting and marking games as owned

U17 Wishlisting

As a registered user, I'd like to be able to wishlist games so that I can keep track of games I might like to purchase in the future

AC.1 The action to wishlist a game is available from the game details page.

AC.2 Only an authenticated user may wishlist a game. Casual users should be prompted to log in or register.

AC.3 The creator of a game cannot wishlist their own game.

AC.4 Users can not wishlist a game if they have currently marked the game as owned.

U18 Marking games as owned

As a registered user, I'd like to be able to mark games as owned so that I can keep track of games I have in my library

AC.1 The action to mark a game as owned is available from the game details page.

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- AC.2 Only an authenticated user may mark a game as owned. Casual users should be prompted to log in or register.
- AC.3 The creator of a game cannot mark their own game as owned.
- AC.4 **If** a game is on a users wishlist, when they mark the same game as owned it will be removed from their wishlist automatically.

Managing User Profile

U19 View Profile

As a registered user, I'd like to be able to view my own profile information.

AC.1 An authenticated user can view their own information, composed of:

- First name
- Last name
- Email
- Profile picture (or a default one, if none exists)

AC.2 No one else can view another user's information (except when it is included as part of a game where they are the creator or a supporter, in either case only the user's first and last name and profile picture are displayed).

U20 Edit Profile

As a registered user, I'd like to be able to edit my own profile information.

AC.1 An authenticated user can edit their own information. This can be any of:

- Profile picture
- First name
- Last name
- Email
- Password

AC.2 If a profile picture exists it can be removed.

AC.3 The email address must not already be in use by another user.

AC.4 The email address must be syntactically valid (See Story 9).

AC.5 If the password is being updated, the existing password must be provided and correct.

AC.6 The password must be at least 6 characters.

AC.7 The password must not be displayed in plain text (See Story 9).

AC.8 A user can not modify another user's information.