Gary is Win

User Stories

Team Keep-It-110!

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GLOSSARY OF TERMS

Account	An arrangement by which a user is given personalized access to the game application, by entering a username, email, and password.
Avatar	The 2D figure(s) that represents the player during a match.
Challenge	A method to initiate gameplay, in which a player can start a match and invite another user to play with them.
Guest	A user who is playing the game without an account.
Leaderboard	A scoreboard displaying the rating, names and current scores of the leading competitors in the game.
Match	A single round of gameplay resulting in one player winning and the other losing.
Matchmaking	The process of locating and connecting suitable players together to take part in a multiplayer game session.
Opponent	The player who is playing against a respective player.
Player	A user of the application who is in a match.
Statistics	Data collected and analyzed from completed matches. Includes but is not limited to: win/lose rate, number of moves made, what moves were made.
Turn / Move	A player's turn consists of placing an object tile followed by moving their player tile up to three times.

User Stories

US#	As a...	I want to...	so that...
1.	User	Create an account	I can save my game statistics and keep a friends list.
2.	User	Sign into my account	I can access my personal statistics and play with friends from my friends list.
3.	User	Sign out of my account	I can keep my profile private from others using my device.
4.	User	Reset my password	I can reduce the risk of other people having access to my account.
5.	User	Play as a guest	I can play matches without managing an account.
6.	User	Add friends to my friends list	I can challenge them and view their statistics easily.
7.	User	Remove friends from my friends list	I can keep my friends list current.
8.	User	Know which friends are online	I know which friends I can challenge.
9.	User	Block other users	I can prevent users from adding and challenging me.
10.	User	Unblock a user	I can play with users I previously blocked.
11.	User	Challenge a friend	I can quickly play against specific people.

US#	As a...	I want to...	so that...
12.	User	Play through a tutorial	I can learn the game mechanics.
13.	User	View the leaderboard	I can see how I compare to my friends and top players.
14.	User	Prematurely end a match	I can stop playing with my current opponent.
15.	User	Chat with an opponent	I can taunt or compliment them on good and bad plays.
16.	User	Replay a match	I can learn from my mistakes and become a better player.
17.	User	View my rating in the game	I have an objective number that describes my skill.
18.	User	Review moves made previously during a match	I know what I did.
19.	User	Rematch against my opponent	I can have another chance to beat them.
20.	User	Play a single-player match	I can play a match if nobody is online.
21.	User	Move my avatar on the game board when it's my turn	I can beat my opponent.
22.	User	Place an object on the game board	I can use it to my advantage and beat my opponent.
23.	User	Win a match against my opponent	I can improve my rating.

US#	As a...	I want to...	so that...
24.	User	Have all of my match results and statistics saved online	I can track my performance and compare myself to others.
25.	User	Customize my avatar	I can personalize my avatar and make it look nice.
26.	User	Change in-game volume	I can mute the game or make it louder or quieter.
27.	User	Be connected to a suitable opponent	I can play against them in a fair match.
28.	User	Look at my aggregate match statistics	I know how well I play.
29.	User	Change the app's display icon on my device	I can represent my avatar and personalize the app to my preferences.
30.	User	Be able to stay logged in after I close the app	I can easily access the game features and my personal statistics when I open the app again.
31.	Developer	Have move and match updates sent over a peer-to-peer connection	The load on the server is reduced.
32.	Developer	Have detailed documentation of API endpoint requests and responses	I can implement new features faster.