Guess Who User Stories

User Voice Format:

As a <type of user>, I want <some goal> so that <some reason>.

#1 Happy Path:
As a Player, I want to eliminate as many characters as possible in a single turn, so that I may narrow down the remaining characters (divide and conquer) to guess the opponent's character.

#2 Happy Path:
As a Player, I want to guess the opponents character by selecting the one character tile that I think is theirs, so that I may win the game.

#3
As a Player, I want to eliminate the most characters as early as possible, so that I may reach the oppenents character before they reach mine.

#4 Error Scenario:
As a Player, I want to submit my guess before the time runs out, so that I won't lose a turn and give the advantage to my opponent.

#5
As a Player, I want to make sure I don't simply guess a single character on any turn, so that I won't hinder my chances of winnning the game -- since it's a high probablity that I won't guess the opponents character right away.

Guess Who Game Play Screen
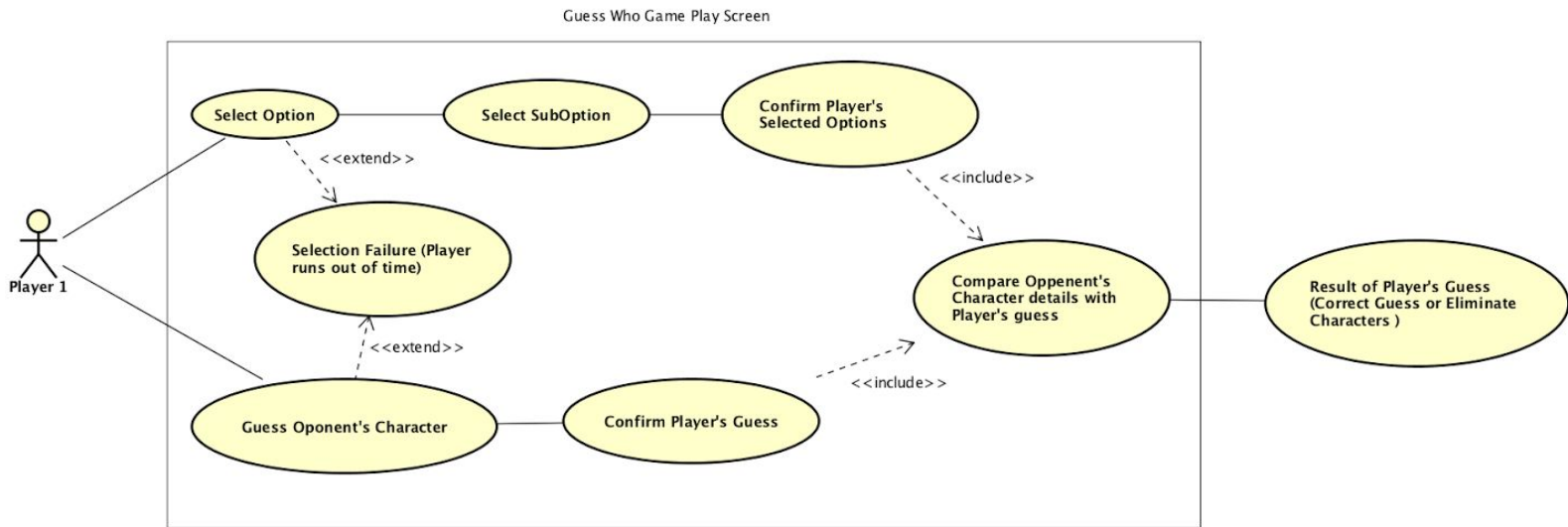
Use Case Name	Guessing Opponents Character
Goal In Context	The player tries to guess their opponents character before they do by choosing options that will eliminate as many characters per turn to win the game.
Preconditions	The player has selected a character for themselves so that their opponent may try to guess the players.
Successful End Condition	The player successfully guesses the opponents seceret character, winning the game.
Failed End Condition	The opponent guesses the player's character causing the player to lose the game. The player wasn't able to eliminate the characters faster than thier opponent.

Primary Actors	The Player.
Trigger	The Player initiates a game to play against an opponent and selects their secret character.
Include Cases	Compare opponent's character details with the player's guess.
Main Flow:	
Step:	Action:
1.	Player selects an option to start their guess of their opponents character's details (i.e. Hair, Eyes, Clothes, Accessories, etc.)
2.	Player selects a suboption to further guess the specifics of their opponents character details (i.e. blue eyes, grey hair, purple coat, etc.)
3.	Player confirms that they are satisfied with selected options.
include::Compare opponent's character details with the player's guess.	
4.	Player's guess is compared to their opponent's characters.
5.	Results are displayed by eliminating the characters that don't match the details of the opponent's character. (Based on the Player's guess)
Extentions:	
Step:	Branching Action:
1.1	Player runs out of time without selecting an option or character to guess.
1.2	Player loses a turn and gives an advantage to their opponent. Player doesn't eliminate any characters.