I. Phase 1

As a player, I can...

1. Create a new game
2. Play against an AI
3. Select a move
4. See a battle animation
5. See the results of a round
6. Have the game end after a predetermined number of rounds
7. See the end results of all rounds
8. Have the option to start a new game
9. Be able to return to the home screen

II. Phase 2

As a player, I can...

1. Create a new game
2. Play against an AI
3. Visit a game setup screen where I can:
    a. Select the number of rounds to be played
        i. Option for preset 3, 5, or 7 and infinity
    b. Select a weapons theme
    c. Start a game
4. Go to a game screen where I can...
5. Select a move
6. See a battle animation
7. See the results of a round
    a. * if I'm playing an infinite number of rounds, on this result screen, I have access to an option to end the infinite loop and continue to the end result screen
8. Have the game end after the rounds are up
9. Have the option to start a new game
    a. This would take me back to the game setup screen
10. Be able to return to home screen

III. Phase 3

As a player, I can...

1. Select whether to play against an AI or with another human player
   *if AI is selected, see Phase 2

Having selected to play with another human, I can...

1. Start a new game
2. See a game setup screen where I can...
   a. Select the # of rounds to play
   b. Select a theme
   c. Receive a unique URL to send to a friend
3. See a game screen
4. Be given the option to submit my email to receive notifications when my opponent submits a move
5. Select a move
6. Be given real-time feedback as to whether or not my opponent has made a move
7. See a battle animation
8. See a round result screen
9. If there are still rounds left, loop through the move selection/battle cycle
10. If there are no rounds left, be taken to an End Result Screen
11. Be able to view statistics from the game that just took place
12. Be given the option to start a new game
13. Be able to return to the home screen

IV. Phase 4

As a player, I can...
1. Select to play an AI (see phase 2)
2. Select to create my own game
3. Join a public game

If I choose to create my own game, I can...
1. Designate the game as private (see phase 3)
    a. Start a new game
    b. See a game setup screen where I can...
        i. Select the # of rounds to play
        ii. Select a theme
        iii. Receive a unique URL to send to a friend
    c. See a game screen
    d. Be given the option to submit my email to receive notifications when my opponent submits a move
    e. Select a move
    f. Be given real-time feedback as to whether or not my opponent has made a move
    g. See a battle animation
    h. See a round result screen
    i. If there are still rounds left, loop through the move selection/battle cycle
    j. If there are no rounds left, be taken to an End Result Screen
    k. Be able to view statistics from the game that just took place
    l. Be given the option to start a new game
    m. Be able to return to the home screen
2. Designate the game as public
    a. Select the # of rounds
    b. Select a weapons theme
    c. Be given the option to submit my email to receive notifications when my opponent joins my game
    d. Wait for an opponent to join
    e. See a game screen
    f. Be given the option to submit my email to receive notifications when my opponent submits a move
    g. Select a move
    n. Be given real-time feedback as to whether or not my opponent has made a move
    o. See a battle animation
    p. See a round result screen
    q. If there are still rounds left, loop through the move selection/battle cycle
    r. If there are no rounds left, be taken to an End Result Screen
    s. Be able to view statistics from the game that just took place
    t. Be given the option to start a new game
    u. Be able to return to the home screen

V. Phase 5

As a player, I can...

1. Select to play an AI (see phase 2)
2. Sign in using Twitter or Facebook
3. Select to create my own game
4. Join a public game
5. View my personal stats
   a. View wins and losses
   b. View themes unlocked

If I choose to create my own game, I can...

3. Designate the game as private (see phase 3)
4. Start a new game
5. See a game setup screen where I can...
   a. Select the # of rounds to play
   b. Select a theme
6. Receive a unique URL to send to a friend
7. See a game screen
8. Be given the option to submit my email to receive notifications when my opponent submits a move
9. Select a move
10. Be given real-time feedback as to whether or not my opponent has made a move
11. See a battle animation
12. See a round result screen
13. If there are still rounds left, loop through the move selection/battle cycle
14. If there are no rounds left, be taken to an End Result Screen
15. Be able to view statistics from the game that just took place
16. Be given the option to challenge the current opponent to a new game
17. Be able to return to the home screen
18. Designate a game as public
    a. Select the # of rounds
    b. Select a weapons theme
    c. Be given the option to submit my email to receive notifications when my opponent joins my game
    d. Wait for an opponent to join
    e. See a game screen
    f. Be given the option to submit my email to receive notifications when my opponent submits a move
    g. Select a move
    v. Be given real-time feedback as to whether or not my opponent has made a move
    w. See a battle animation
    x. See a round result screen
    y. If there are still rounds left, loop through the move selection/battle cycle
    z. If there are no rounds left, be taken to an End Result Screen
    aa. Be able to view statistics from the game that just took place
    bb. Be given the option to challenge the opponent to a new game
    cc. Be able to return to the home screen