**Story 1 – Category Choice**

* **Description:** Players can select which subject category they want (Maths, Geography, General Knowledge).
* **User Need:** “I want to choose the subject area so I can play in topics I prefer.”
* **Criteria for Success:** The system loads questions only from the chosen category.

**Story 2 – Randomisation**

* **Description:** Questions are shuffled to avoid predictability.
* **User Need:** “I want questions to be random so each match feels unique.”
* **Criteria for Success:** The order of questions differs across matches, and no duplicates appear.

**Story 3 – Duplicate Prevention**

* **Description:** No repeated questions within the same match.
* **User Need:** “I don’t want to see the same question twice during one game.”
* **Criteria for Success:** The pool checks for repeats before serving new questions.

**Story 4 – Answer Validation**

* **Description:** Answers are checked against a correct stored response.
* **User Need:** “I want the system to fairly mark my answer right or wrong.”
* **Criteria for Success:** Correct answers are validated consistently, with no errors.

**Story 5 – Question Formats**

* **Description:** Support for multiple question types (MCQ, True/False).
* **User Need:** “I want variety in how questions are asked to keep the game interesting.”
* **Criteria for Success:** Each question is shown in the intended format, with options visible.

**Story 6 – Readability**

* **Description:** Questions are displayed clearly without ambiguity.
* **User Need:** “I want to quickly understand what’s being asked.”
* **Criteria for Success:** Font, layout, and wording are unambiguous.

**Story 7 – Difficulty Scaling**

* **Description:** Questions increase in challenge as the match continues.
* **User Need:** “I want the game to get harder over time to stay engaging.”
* **Criteria for Success:** Early questions are easier, later ones are more difficult.

**Story 8 – Accuracy of Content**

* **Description:** All questions are verified for correctness.
* **User Need:** “I want to trust that the right answers are accurate.”
* **Criteria for Success:** Every question-and-answer pair has been reviewed and approved.

**Story 9 – Smooth Loading**

* **Description:** Questions should appear quickly when requested.
* **User Need:** “I want gameplay to flow without waiting for questions to load.”
* **Criteria for Success:** Question loads in under two seconds.

**Story 10 – Fair Distribution**

* **Description:** Both players receive the same set of questions.
* **User Need:** “I want the match to be fair and balanced between me and my opponent.”
* **Criteria for Success:** Identical questions are sent to all players in the same order.

**Section 2 – Lobby and Matchmaking**

**User Story 1**

As a player, I want to create a game lobby so that I can invite my friends to join.

Acceptance Criteria

* Given I am logged into the game
* When I select “Create Lobby”
* Then a new lobby should be created with a unique lobby ID.

**User Story 2**

As a player, I want to join an existing lobby using a code or invite link so that I can play with friends.

Acceptance Criteria

* Given a lobby already exists
* When I enter a valid lobby code or click an invite link
* Then I should be added to that lobby.

**User Story 3**

As a player, I want to see a list of all players in the lobby so that I know who I am playing with.

Acceptance Criteria

* Given I am inside a lobby
* When other players join or leave
* Then the player list should update in real time.

**User Story 4**

As a player, I want the lobby host to be able to start the match so that gameplay begins when everyone is ready.

Acceptance Criteria

* Given I am the host of a lobby
* When I press “Start Game”
* Then the system should transition all players from the lobby into the game.

**User Story 5**

As a player, I want to use matchmaking to automatically find a game with players of similar skill so that matches feel fair.

Acceptance Criteria

* Given I select “Quick Match”
* When the system searches for players
* Then I should be placed into a game lobby with players of similar skill or ranking.

**User Story 6**

As a player, I want to see the lobby chat so that I can communicate with others before the game starts.

Acceptance Criteria

* Given I am in a lobby
* When I or another player sends a message
* Then the message should appear instantly for all lobby members.

**User Story 7**

As a player, I want to see lobby settings (e.g., game mode, difficulty, max players) so that I understand the rules before the match starts.

Acceptance Criteria

* Given I am inside a lobby
* When the host configures lobby settings

Then those settings should be visible to all players in the lobby.

User Stories

**User Story 1**

**As a player, I want my match results to be saved automatically so I don’t lose progress.**

**Acceptance Criteria**

* Given I have completed a game
* When the game ends
* Then my match results should automatically be saved to the database without needing manual input.

**User Story 2**

**As a player, I want to view all my past matches so I can reflect on my performance.**

**Acceptance Criteria**

* Given I have played previous matches
* When I open the match history screen
* Then I should see a list of all past matches in chronological order.

**User Story 3**

**As a player, I want to see detailed stats from each past game.**

**Acceptance Criteria**

* Given I have selected a past match from my history
* When the match details are displayed
* Then I should see my score, accuracy, and opponent’s details for that game.

**User Story 4**

**As a player, I want my wins and losses to be recorded so I can track my progress.**

**Acceptance Criteria**

* Given I have completed matches with different results
* When I view my overall statistics
* Then my total number of wins and losses should be displayed.

**User Story 5**

**As a player, I want my average score across matches to be displayed.**

**Acceptance Criteria**

* Given I have completed one or more matches
* When I check my statistics
* Then my average score should be displayed.

**User Story 6**

**As a player, I want my personal best scores highlighted so I can celebrate milestones.**

**Acceptance Criteria**

* Given I have achieved a new personal best in a category
* When I view my match history
* Then the personal best score should be highlighted for that category.

**User Story 7**

**As a player, I want to filter stats by category so I can focus on specific subjects.**

**Acceptance Criteria**

* Given I have matches across multiple categories
* When I select a category filter (e.g., Maths, Geography, General Knowledge)
* Then only matches from that category should be displayed.

**User Story 8**

**As a player, I want to see stats by opponent so I can compare performance.**

**Acceptance Criteria**

* Given I have played against different opponents
* When I view opponent-specific stats
* Then I should see my results and performance against each opponent.

**User Story 9**

**As a player, I want to see my winning streaks, so I stay motivated.**

**Acceptance Criteria**

* Given I have won consecutive matches
* When I check my profile or stats
* Then my current winning streak should be displayed.

**User Story 10**

**As a player, I want a summary of my weekly or monthly performance.**

**Acceptance Criteria**

* Given I have completed matches over time
* When I select a weekly or monthly view
* Then a summary of matches played, wins, losses, and scores for that period should be displayed.

Gameplay and Timing User Stories

1. **As a player, I want an uncluttered interface during a game so I can focus on each question.**

Acceptance criteria:

* Given the player is in a quiz round
* When the system displays a question
* Then the question is the focal point and only other gameplay/essential elements are visible on the UI

1. **As a player, I want a question countdown timer or obvious visual indicators so that I am always aware of how much time I have.**

Acceptance criteria:

* Given a question is active
* When the system starts the round countdown
* Then a visible timer or indicator is displayed to both players with effect changes when low

1. **As a player, I want clarity on the answer inputs and submission controls so I can quickly and easily answer questions.**

Acceptance criteria:

* Given a round is active
* When the system provides the answer interface elements
* Then the options/input are clearly visible and easily understood

1. **As a player, I want instant feedback if an answer is successfully submitted and whether it is correct or incorrect so that I always know how I am performing.**

Acceptance criteria:

* Given a round is active
* When the player submits a selected/input answer
* Then the system immediately provides visual indication whether the answer is correct/incorrect

1. **As a player, I want clear indication of mine and the opponent's answering progress so that I am aware of how each round is going.**

Acceptance criteria:

* Given the two players are in a round
* When either player submits an answer
* Then the system updates a visual indicator to show players answered/pending status for the round

1. **As a player, I want an automatic game flow that moves on from each round when both players are done so that time is not wasted and there is a smooth gameplay experience.**

Acceptance criteria:

* Given a round is active
* When both players have answered or the round timer expires
* Then automatically complete the round and transition both players towards the next round

1. **As a player, I want to know the correct answer after each round so that I understand my mistakes.**

Acceptance criteria:

* Given a round ended
* When the game transitions
* Then briefly show the correct answer

1. **As a player, I want clear transition visuals between stages so that I won’t misunderstand at any point or input accidental answers.**

Acceptance criteria:

* Given a round ended
* When the system transitions between stages
* Then display visuals that clarify the stage change

1. **As a player, I want a brief countdown before new questions so that if I answered last, I could have a mental break to keep up with the games flow for fairness.**

Acceptance criteria:

* Given a game is active
* When the system starts a new round
* Then display a brief synchronised countdown to both players before displaying the new question

1. **As a player, I want minimal delay or desynchronisation between players and the system so I can be confident in the game’s fairness and consistency.**

Acceptance criteria:

* Given two players are connected to an active game
* When the system delivers game elements/functions

Then the system should detect disconnections and enforce consistency between interfaces despite latency differences

Section 5 – User stories for Scoring and Results – CAB302

1. **Point Allocation**

User Story:

As a player, I want to earn points for correct answers so that my performance is rewarded fairly.

Acceptance Criteria:

* Given I answer a question correctly
* When the system checks my response
* Then points should be added to my score based on accuracy and speed.

1. **Penalty for Wrong Answers**

User Story:

As a player, I want to lose points for incorrect answers so that accuracy is prioritized over guessing.

Acceptance Criteria:

* Given I select a wrong answer
* When the system calculates scores
* Then my total points should decrease accordingly.

1. **Bonus Points for Fast Answers**

User Story:

As a player, I want to earn extra points for answering faster so that quick thinking is rewarded in addition to accuracy.

Acceptance Criteria:

* Given two players answer correctly
* When one player answers faster
* Then that player should receive a speed bonus.

1. **Live Scoreboard**

User Story:

As a player, I want to see a live scoreboard during the match so that I know my progress compared to my opponent.

Acceptance Criteria:

* Given both players are answering questions
* When scores are updated
* Then the live scoreboard should reflect the current points instantly.

1. **Tiebreaker Round**

User Story:

As a player, I want to play a tiebreaker question if scores are equal so that a clear winner is determined fairly.

Acceptance Criteria:

* Given both players finish with the same score
* When the match ends
* Then a sudden-death question should appear until one player wins.

1. **Winner Declaration**

User Story:

As a player, I want the system to declare the winner automatically so that I know the outcome without disputes.

Acceptance Criteria:

* Given the game ends
* When the scores are finalized
* Then the system should display the winner’s name and score.

1. **Final Results/Podium Screen**

User Story:

As a player, I want to see the results summary after the match so that I can review my performance.

Acceptance Criteria:

* Given the game ends
* When results are displayed
* Then I should see my total score, accuracy %, and win/loss status.

1. **Match History**

User Story:  
As a player, I want to save my past match results so that I can track progress over time.

Acceptance Criteria:

* Given a match is completed
* When results are finalized
* Then they should be stored in my match history with opponent name and date.

1. **Achievement Badges**

User Story:

As a player, I want to unlock achievement badges for reaching milestones so that I feel motivated to improve and keep playing.

Acceptance Criteria:

* Given I achieve a milestone (e.g., 5 consecutive correct answers, highest score in a week)
* When the system checks my progress
* Then I should be awarded a visible badge that is stored in my profile.

1. **Detailed Performance Analytics**

User Story:

As a player, I want to view detailed analytics of my performance (strengths and weaknesses by category) so that I can identify areas to improve.

Acceptance Criteria:

* Given the match has ended
* When results are displayed

Then I should see a breakdown of my correct/incorrect answers by topic, average response time, and improvement suggestions.