

Tic-Tac-Toe

User Stories

User stories should roughly follow this paradigm: "As a 'role', I can 'capability' so that 'receive benefit'".

Once you have an idea of a Minimal Viable Product (MVP) version, you can start to think about ways you can scaffold your project up from there. Categories of different levels of features can include those that are not in your MVP. Think of these as *bronze*, *silver*, and *gold* features.

User Story	Feature	Level
Users can see a line over winning 3 squares to assist regarding accessibility purposes	Use styling to enhance the look and feel of the app	Bronze
Users who are visually impaired can hear sound when playing.	Add audio to game when a player clicks a square.	Bronze
Users can enjoy the “look and feel” of the game to enhance one’s experience of playing the game.	Use styling to enhance the look and feel of the app	Bronze
Users can read “How the Game Works” on page 1 of app	Shows up on Page 1 of app	Silver
Users can see score after every game	Score boxes above grid with incrementing numbers that relate to each players wins	Silver
Users can start a new game	Reset Button	Silver
Users can reset the score	Reset Score Button	Silver
Users can play each other online	Use any means such as WebSockets, Firebase, or other 3rd-party services	Gold