User Stories:

1. **As a** Player, **I want to** choose the number of matches **so that** I can play a tournament.
2. **As a** Player**,** **I want to** choose a character **so that** I can start the tournament.
3. **As a** Player**, I want to** choose a weapon **so that** I can choose type of attack and defense.
4. **As a** Player, **I want to** roll the body area die **so that** I can attack my opponent.
5. **As a** Player, **I want to** roll the critical die **so that** I can get a critical hit and hurt my opponent badly.
6. **As a** Player, **I want to** see the result of every match **so that** I can see my progress.
7. **As a** Player, **I want** **to** choose whose stats I want to see **so that** I can improve my attacks.
8. **As a** Player, **I want to** see the stats **so that** I can improve my attacks.
9. **As a** Player, **I want to** see graphics of character for different health **so that** the game looks visually attractive.
10. **As a** Stats Database, **I want** **to** count the number of times a player played a match **so that** I can store the total number of matches played by a player.
11. **As a** Stats Database, **I want to** count the number of times a player wins a match **so that** I can store the total number of matches won by a player.
12. **As a** Stats Database, **I want** **to** count the number of times a player lost a match **so that** I can store the total number of matches lost by a player.
13. **As a** Stats Database, **I want** **to** count the number of times a player’s particular body part was attacked **so that** I can store the total number of times the particular body part was hit.
14. **As a** Stats Database, **I want to** monitor the damage done **so that** I can calculate the attack efficiency.
15. **As a** Stats Database, **I want to** monitor the damage done **so that** I can calculate the defense efficiency.
16. **As a** Stats Database, **I want to** monitor the critical hits **so that** I can store the number of critical hits the Player got.
17. **As a** Stats Database, **I want to** display the statistics **so that** the Player can view his/her or the opponent's statistics.
18. **As a** Stats Database, **I want to** keep a file **so that** I can keep a record of the stats even after the applet is closed.