

# **LeagueOS – Full User Stories v2**

## **EPIC 1 – Authentication & Access**

### **US1 – User Registration & Login**

As a user, I want to create an account and log in so that I can securely access my leagues on mobile and web.

Acceptance Criteria:

- User can register with email/password or magic link.
- User can log in on web and mobile.
- Login redirects to My Leagues.
- Invalid credentials show error.

### **US2 – View My Leagues**

As a user, I want to see all leagues I am part of so I can switch easily.

Acceptance Criteria:

- List shows all leagues user belongs to.
- Tap league → League Home.
- Empty state appears if none exist.

### **US3 – Commissioner Manages Owners**

As a commissioner, I want to assign or remove owners so that teams match real members.

Acceptance Criteria:

- Commissioner sees team list with owners.
- Commissioner can clear owner from team.
- Commissioner can send join link or code.
- Changes reflect live.

# **EPIC 2 – League Creation & Setup**

## **US4 – Create a League**

As a commissioner, I want to create a new league so that I can configure rules and invite owners.

Acceptance Criteria:

- Name, teams count, platform selection.
- League record created.
- Redirect to League Home.

## **US5 – Invite Owners**

As a commissioner, I want to invite owners via link or code so they can join easily.

Acceptance Criteria:

- System generates join URL or code.
- Owners join after login.
- Commissioner sees accepted invites.

## **US6 – Select League Template**

As a commissioner, I want to use the Auction + Keeper template to speed configuration.

Acceptance Criteria:

- Template populates auction + keeper settings.
- Commissioner can edit before saving.

## **US7 – Configure Auction Settings**

As a commissioner, I want to configure auction budget and increments.

Acceptance Criteria:

- Budget, min bid, increment editable.
- Validation prevents invalid settings.

## **US8 – Configure Roster Settings**

As a commissioner, I want to set roster size and position slots.

Acceptance Criteria:

- Roster size and positions editable.

- System enforces roster capacity rules.

# **EPIC 3 – Keeper Logic (Rookie, Waiver, Franchise Tag)**

## **US9 – Owner Selects Keepers**

As an owner, I want to choose my keepers so I can retain players.

Acceptance Criteria:

- Players shown with keeper eligibility.
- System enforces max 4 keepers.
- System enforces per-type limits.
- Invalid choices blocked with messaging.

## **US10 – Commissioner Reviews Keepers**

As a commissioner, I want to approve or override keepers.

Acceptance Criteria:

- Commissioner sees summary per team.
- Can approve, reject, or override cost/type.
- Lock state after approval.

## **US11 – Rookie Keeper Eligibility**

As an owner, I want rookie eligibility auto-calculated.

Acceptance Criteria:

- System identifies rookie drafted year.
- Checks use-it-or-lose-it.
- Shows Rookie Y1/Y2 and cost.

## **US12 – Enforce Rookie Keeper Limits**

As a commissioner, I want to enforce 2 rookies from different classes.

Acceptance Criteria:

- System blocks >2 rookies.
- System blocks rookies from same draft year.

## **US13 – Waiver Keeper Eligibility & Cost**

As an owner, I want waiver keeper cost auto-calculated.

Acceptance Criteria:

- System identifies waiver acquisitions.
- Cost = waiver\_price + 5.
- Only 1 waiver keeper allowed.

## **US14 – Franchise Tag Eligibility & Cost**

As an owner, I want FT availability and costs shown.

Acceptance Criteria:

- System identifies players eligible for FT.
- FT cost = max(acquisition) + 5.
- Blocks FT if tagged last year.

## **US15 – Rookie → Franchise Tag Toggle**

As a commissioner, I want a toggle for post-rookie FT eligibility.

Acceptance Criteria:

- If toggle OFF: player must return to pool after Rookie Y2.
- If toggle ON: player may be FT'd after Rookie Y2.
- Once back in pool and re-drafted, FT eligibility resets.

# **EPIC 4 – Auction Draft System**

## **US16 – Schedule Auction Draft**

As a commissioner, I want to schedule the draft.

Acceptance Criteria:

- Set date/time.
- Draft status visible to users.

## **US17 – Join Live Auction**

As an owner, I want to join an auction and bid real-time.

Acceptance Criteria:

- Real-time bidding.
- Reconnect without losing state.
- Show budget + roster needs.

## **US18 – Player Pool & Filters**

As an owner, I want to browse players with headshots and filters.

Acceptance Criteria:

- Undrafted players shown.
- Drafted players grayed out.
- Filters by position; search available.

## **US19 – Commissioner Controls Auction Flow**

As a commissioner, I want pause/resume and override authority.

Acceptance Criteria:

- Pause stops bidding.
- Override bid winner/price.
- All overrides logged.

# **EPIC 5 – Team Management & Season Sync**

## **US20 – Team Dashboard**

As an owner, I want to see my players and their keeper implications.

Acceptance Criteria:

- Roster shows acquisition type.
- Shows eligibility per keeper type.
- Shows future cost implications.

## **US21 – Sync Rosters from Platform**

As a commissioner, I want auto-sync of rosters.

Acceptance Criteria:

- Sync trades, drops, adds.
- Waiver prices populated when available.

## **US22 – Adjust Acquisition Data**

As a commissioner, I want to fix incorrect data.

Acceptance Criteria:

- Modify waiver price, acquisition type.
- System recalculates eligibility.

# **EPIC 6 – Offseason Workflow**

## **US23 – Offseason Checklist**

As a commissioner, I want a guided checklist.

Acceptance Criteria:

- Steps: review rules → collect keepers → finalize → schedule draft.
- Block next step until previous done.

## **US24 – Keeper Summary & Export**

As a commissioner, I want a final keeper export.

Acceptance Criteria:

- Shows all keepers with type + cost.
- Export to CSV or text.
- Persist summary.