**User Stories**

Story 1 As a user, I want to be able to add up to 8 players into a game, so that I can increment and decrement points from the players

## **Acceptance Criteria**

1. The user is able to add players
2. The user can only add up to 8 players into a game
3. The user can add points to a player
4. The user can deduct points from a player

## **Acceptance Tests**

### Criteria 1

* Given that I am in a game, When I add a player, Then the player is added to the game
* Given that I add more than 8 players, When I attempt to add a player, Then I should get notified that the game is full

### Criteria 2

* Given that I have a full game,, When I add a player, Then I should get notified that the game is full
* Given that I have less than 8 players, When I add a player , Then I the player is added to the game

Criteria 3

* Given that the player is in the game, When I add a point, Then the player’s point(s) gets incremented by 1

Criteria 4

* Given that I the player is in the game, When I remove a point, Then the player’s point(s) gets decremented by 1

Story 2 As a user, I want to remove and add players into a game during the middle of the game, so that players can enter and leave in the midst of a game

## **Acceptance Criteria**

1. The user is able to add players during the middle of a game
2. The user is able to remove players during the middle of a game

## **Acceptance Tests**

### Criteria 1

* Given that the game is playing, When I add a player, Then the player is added to the game
* Given that the game is ending, When I add a player, Then the player cannot be added

### Criteria 2

* Given that the game is playing, When I remove a player, Then the player is removed from the game

Story 3 As a user, I want to be able to stop playing games in the middle, so that I can play the games later without losing the data

## **Acceptance Criteria**

1. The user is able to pause his current state in the game
2. The user can come back to his last paused state in the game
3. The user cannot delete his current state until he finishes the game

## **Acceptance Tests**

### Criteria 1

* Given that I am in a game, When I pause the game, Then my data is saved in the current state/frame
* Given that I am out of the game,, When I attempt to pause, Then I should get notified that I am not in a game

### Criteria 2

* Given that I comeback, When I unpause the game, Then I am returned to the previous state/frame that I left it in
* Given that I don’t comeback, When paused for too long, the game exits

### Criteria 3

* Given that I did not finish the game, When I pause and attempt to delete the game, Then I notified I have to finish the game
* Given that I finished the game, When paused and delete the game, all the stages of the game file is erased

Story 4 As a user, I want to be able to manage multiple games, so that I can switch between games I’ve paused and am currently playing

## **Acceptance Criteria**

1. The user is can switch between paused games
2. The user cannot play games at the same time

## **Acceptance Tests**

### Criteria 1

* Given that the game is playing, When I attempt to switch games, Then the game is paused
* Given that the game is paused, When I switch a game, Then I am put into the last save state/frame of that game
* Given that a game is paused, When I attempt to switch to a deleted game, Then I get notified that the game is deleted

### Criteria 2

* Given that the game is paused, When I attempt to switch games and unpause the current game, Then all the games are paused

Story 5 As a user, I want the game manager to automatically inform me of the current leader, so that the system and I are updated

## **Acceptance Criteria**

1. The game manager updates who’s the current lead
2. The game manager updates to tie if all players are at the same score
3. The game manager informs the user who’s the current lead

## **Acceptance Tests**

### Criteria 1

* Given that the game is playing, When the player(s) score gets incremented or decremented, Then the game updates the system whose current lead
* Given that the game is playing, When players score is tied , Then the system is updated to tie score
* Given that a game is playing, When I pause the game , Then the system gets update of the current lead or tie

### Criteria 2

* Given that the game is playing, When all players scores are tied, Then the system gets updated to tie

### Criteria 3

* Given that the game is playing, When I check the score, Then I get notified of the current lead or tie
* Given that the game is paused, When I check the score, Then I am notified of the current lead or tie
* Given that a game is playing, When I am in the lead, Then I get notified that I am currently winning

Story 6 As a user, I want to get current winner, so that I can get a winner at the end of the game

## **Acceptance Criteria**

1. The game manager ends the game after declaring winner
2. The game manager saves the winner’s score
3. The game manager provides a replay if a tie occurs

## **Acceptance Tests**

### Criteria 1

* Given that the game is finishing, When the player score get the highest score, Then the game manager ends the game
* Given that the player scores the highest score, When the game is finished, that player is declared the winner

### Criteria 2

* Given that the game has a winner, When the winner is declared, Then the system saves the winner’s score
* Given that the game is finishing, When no player has points, Then the system declares no winner

### Criteria 3

* Given that the game is finished, When all the players are tied, Then I a replay option appears