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

## **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 the player is added to the game

Story 2

As a user, I want to add players into a game during the middle of the game, so that players who come late can still join.

## **Acceptance Criteria**

1. The user is able to add players to an in-progress game

## **Acceptance Tests**

### Criteria 1

* Given that the game is in progress, When I add a player, Then the player is added to the game
* Given that the game is in progress, When I add a player, Then the player must have a name, and a starting point value.
* Given that the game is completed, When I try to add a player, The system does not allow this.

Story 3

As a user, I want to remove players from a game during the middle of the game, so that player doesn’t have to finish the game if they don’t want to.

## **Acceptance Criteria**

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

## **Acceptance Tests**

### Criteria 1

* Given that the game is in progress, When I remove a player, Then the player is removed from the game.
* Given that a player is removed from the game, when the player is removed, their score data and stats are not saved.

Story 4

As a user, I want to be able to pause games, so that I can resume 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 state in the game

## **Acceptance Tests**

### Criteria 1

* Given that I am in a game, When I return to the list of all games, Then my data is saved in the current state/frame

### Criteria 2

* Given that I come back, When I resume the game, Then I am returned to the previous state/frame that I left it in
* Given that a game was created, When the game is left, Then the game remains in the “in progress” list until the user marks it as complete.

Story 5

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 can switch between games
2. The user cannot play more than one game at the same time

## **Acceptance Tests**

### Criteria 1

* Given that the game in progress, When I switch games, Then the game is paused
* Given that the game is paused, When I switch to another 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 completed game, Then I get notified that the game is completed.

### Criteria 2

* Given that a game is selected and in progress, When I switch to another game, the first game is paused, and the second game is now selected and in progress.

Story 6

As a user, I want the game manager to automatically inform me of the player with the highest score.

## **Acceptance Criteria**

1. The game manager updates who’s the current lead
2. The game manager updates to display no one in the lead when all players have equal amounts of points

## **Acceptance Tests**

### Criteria 1

* Given that the game is in progress, When the player(s) score gets incremented or decremented, Then the game updates the system whose current lead
* Given that the game is in progress, When players score is tied , Then no high score player
* Given that a game is in progress, When I pause the game , Then the system gets update of the current lead or tie

### Criteria 2

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

Story 7

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 saves player’s scores from completed games

## **Acceptance Tests**

### Criteria 1

* Given that a game is completed, When the game is viewed, Then all player’s points and names from when the game was marked completed are viewable.
* Given that a game is in progress, When the game is marked complete, all player names and point values are saved.
* Given that the game is completed, When no player has points, Then the system declares no player with the highest score.

Story 8

As a user, I want to be able to add points to a player in a particular game

## **Acceptance Criteria**

1. It is possible to add points to a players score, one at a time.

Criteria 1

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

Story 9

As a user, I want to be able to deduct points from a player in a particular game

## **Acceptance Criteria**

1. It is possible to deduct point from a player’s score, one at a time.

Criteria 1

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