

Spike Exercise User Stories

Brian McCoy – Snake Spike Exercise User Stories

1. As a player, I want to use the up arrow to direct the snake upwards.
2. As a player, I want to use the down arrow to direct the snake downwards.
3. As a player, I want to use the left arrow to direct the snake to the left.
4. As a player, I want to use the right arrow to direct the snake to the right.
5. As a player, I would like to be able to change the color of my snake by clicking on a button or selecting a color from a dropdown menu at the top of the screen.
6. As a player, I would like to be able to click on a button to change the background color of the game or select one from a dropdown menu.
7. As a player, I want to be able to adjust the speed of the snake to move faster with either a slider or a button.
8. As a player, I want to be able to adjust the speed of the snake to move slower with either a slider or a button.
9. As a player, I would like to have the game controls available above the game area.
10. As a player, I would like to be able to click a quit button to end an active game.
11. As a player, I want to be able to increase the size of my snake by clicking on a button or using a slider.
12. As a player, I want to be able to decrease the size of my snake by clicking on a button or using a slider.
13. As a player, I would like the speed of the snake to gradually increase as the game progresses.

14. As a player, I would like the game to end if my snake hits any border in the playing field.

15. As a player, I would like to click on a button to play the game again.

16. As a player, I would like to be notified of how many apples my snake devoured.

17. As a player, I would like the game to end if my snake runs into itself.

18. As a player, I do not want the snake to move backwards. It can only move forward or turn using the directional keys.

19. As a player, I would like the apples to appear in random locations on the game board.

20. As a player, I would like my snake to start in the same area each time the game restarts.