**Home page**  
**Description:** The home page is the main interface after the user enters the application, and is also the main navigation page of the application. Here users can browse personal information, view leaderboard, access different game modules and enter the relevant game interface. The page contains three game cards, each with a game introduction button that the user can click to view the introduction information.

**User Story (if applicable):**  
*"As a user, I want to be able to see my personal information and available games clearly on the home page, and be able to enter the corresponding games and view the game description."*

**1. Acceptance Criteria**

Define what needs to be met for this item to be considered **complete**.

✅ The overall structure of the home page is clear.

✅ The home page contains the user’s personal information display area, including avatar, score and ranking, and the user can click to see the leaderboard.

✅ The game modules are arranged in the form of cards. Each card represents a game, which the user can click to enter.

✅ Each game card contains the game name, an introduction button and an enter button.

✅ After the user clicks the introduction button (?) next to the game name, he/she can see a pop-up window of the game introduction.

✅ The home page can be matched to different screen sizes.

**2. Requirements & Specifications**

Provide clear **functional** and **non-functional** details.

* **Functional:**

Home cards are arranged in a vertical list, and users can click on different cards to view them.

The Profile card on the home page displays the user’ profile picture, score, ranking and leaderboard.

Each game card contains the game name, an introduction button and an enter button. When the user clicks the introduction button, the introduction window will pop up. The user can click the enter button to enter the game interface.

Pages can be adapted to different screen sizes, to ensure that interface elements do not exceed the screen.

* **Non-functional:**

The page load time is less than 2 seconds.

Smooth card switching

**Optional:** Include wireframes or process flow diagrams.

**3. Dependencies & Constraints**

* Personal information, such as avatars, points and rank, is stored and retrieved from the back-end database.
* Animation feedback when the button is clicked. (option)

**4. GWT**

Provide Given-Then-When for main cases and edge cases.

**Scene1:** Home page presentation

**Given:** The user successfully logs in and goes to the home page.

**When:** Home page loading complete

**Then:** The user can see four arranged cards: Profile card and three game cards.

**Scene2:** Users view the leaderboard

**Given:** The user is on the Profile card page.

**When:** The user clicks to view the leaderboard.

**Then:** The user can view the leaderboard.

**Scene3:** Click to enter the game

**Given:** The user is on the game card page.

**When:** The user clicks the enter button in the game card.

**Then:** The user enters the game interface.

**Scene4:** View the game description

**Given:** The user is on the game card page.

**When:** The user clicks the introduction button in the game card.

**Then:** A pop-up window about the introduction of the game is displayed.