



FR02 ☐ A user should be able to login and arrive at the main lobby.

FR05 ☐ A user should not be able to start or join a game without logging in.



# Team 13 Game

Email

Username

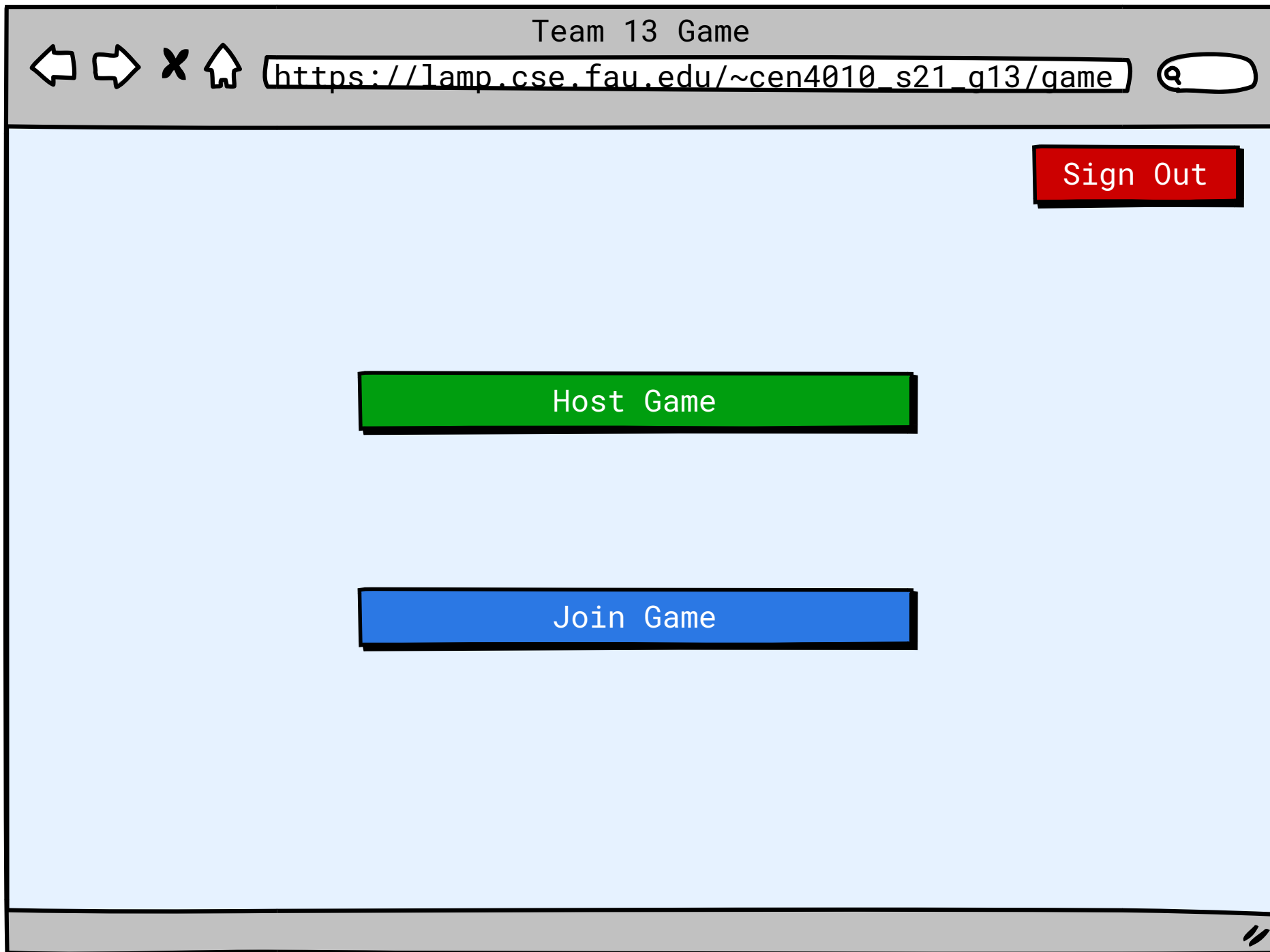
Password

Confirm Password

Sign Up

Already have an account? [Login!](#)





FR04□ A user should be able to become a host by starting a game and sharing a code with other users so that these users can join the host's game.

FR03□ A user should be able to join a host's game using a specific code that the host shared with them.



[https://lamp.cse.fau.edu/~cen4010\\_s21\\_q13/game](https://lamp.cse.fau.edu/~cen4010_s21_q13/game)



## Create a Room

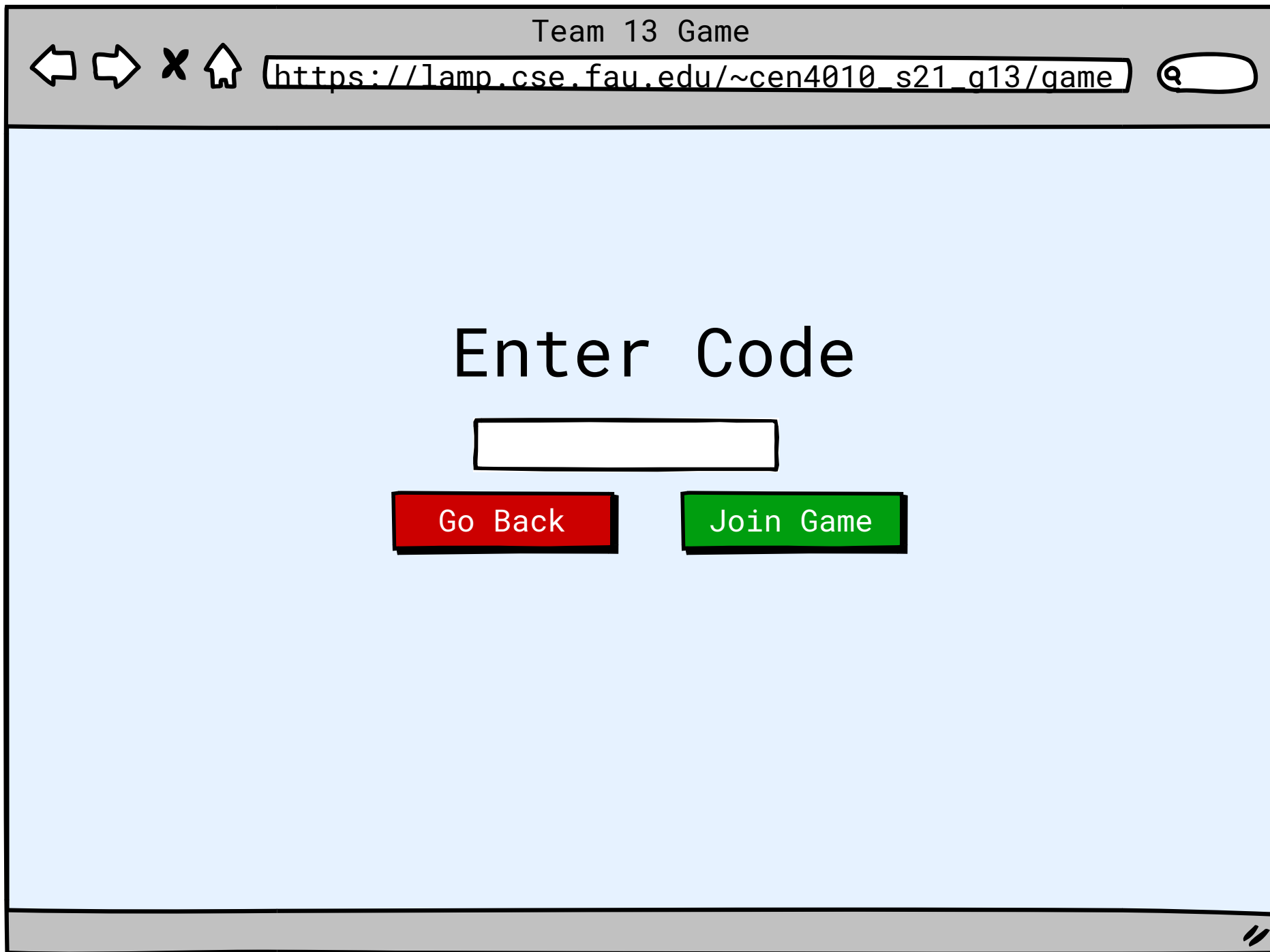
Room Name

Room Code: j0q9sk

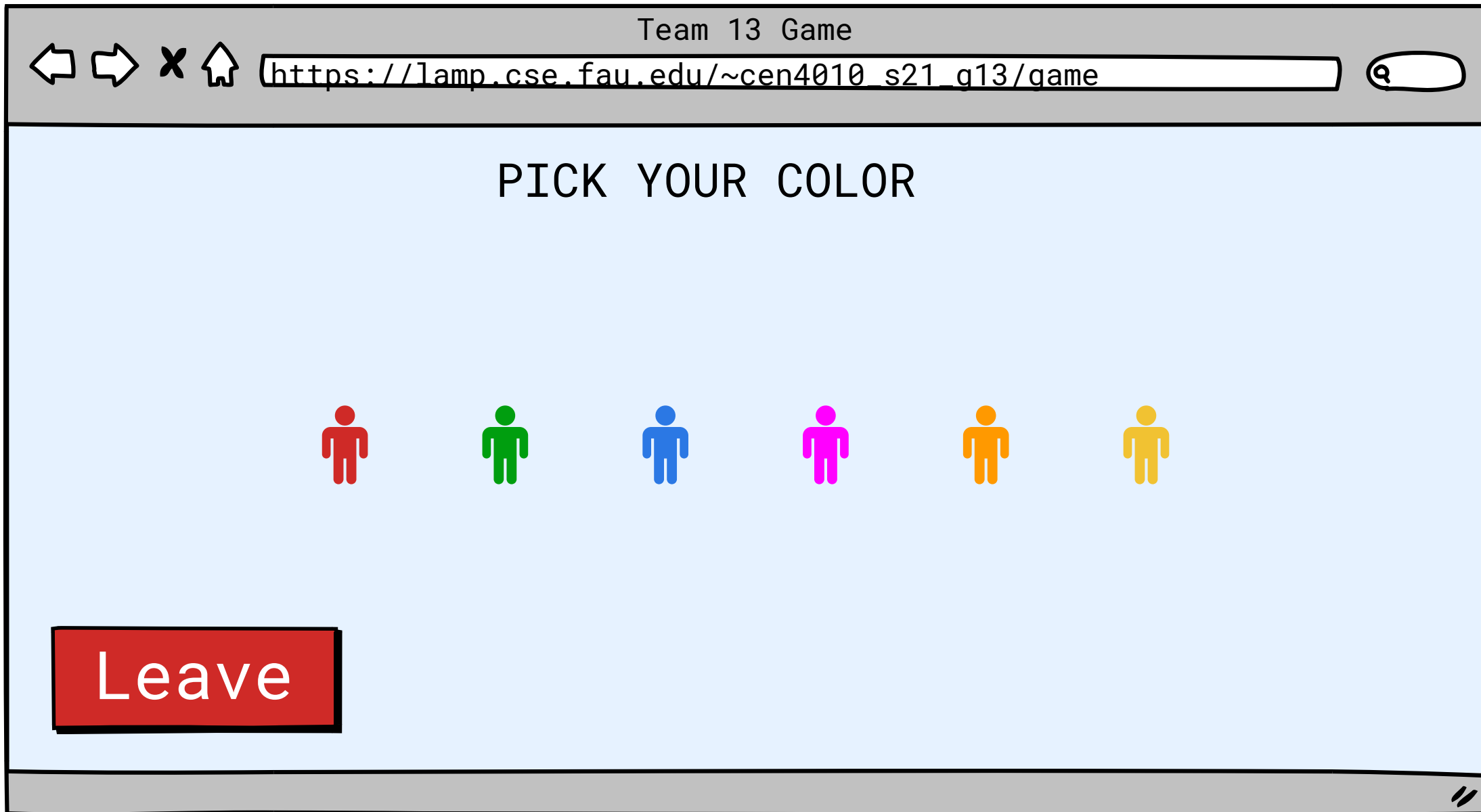
Share this code with your friends

Create Room

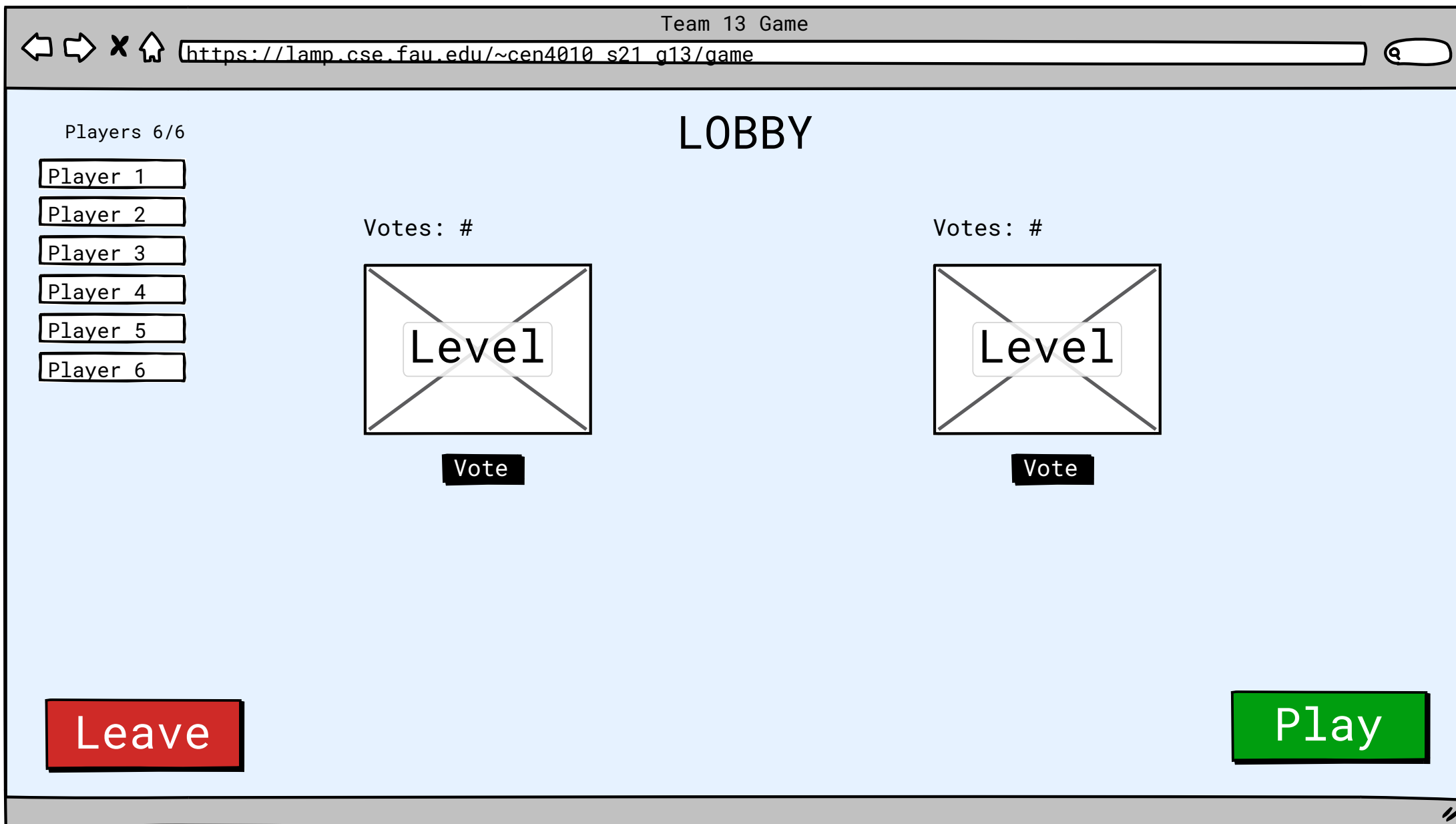




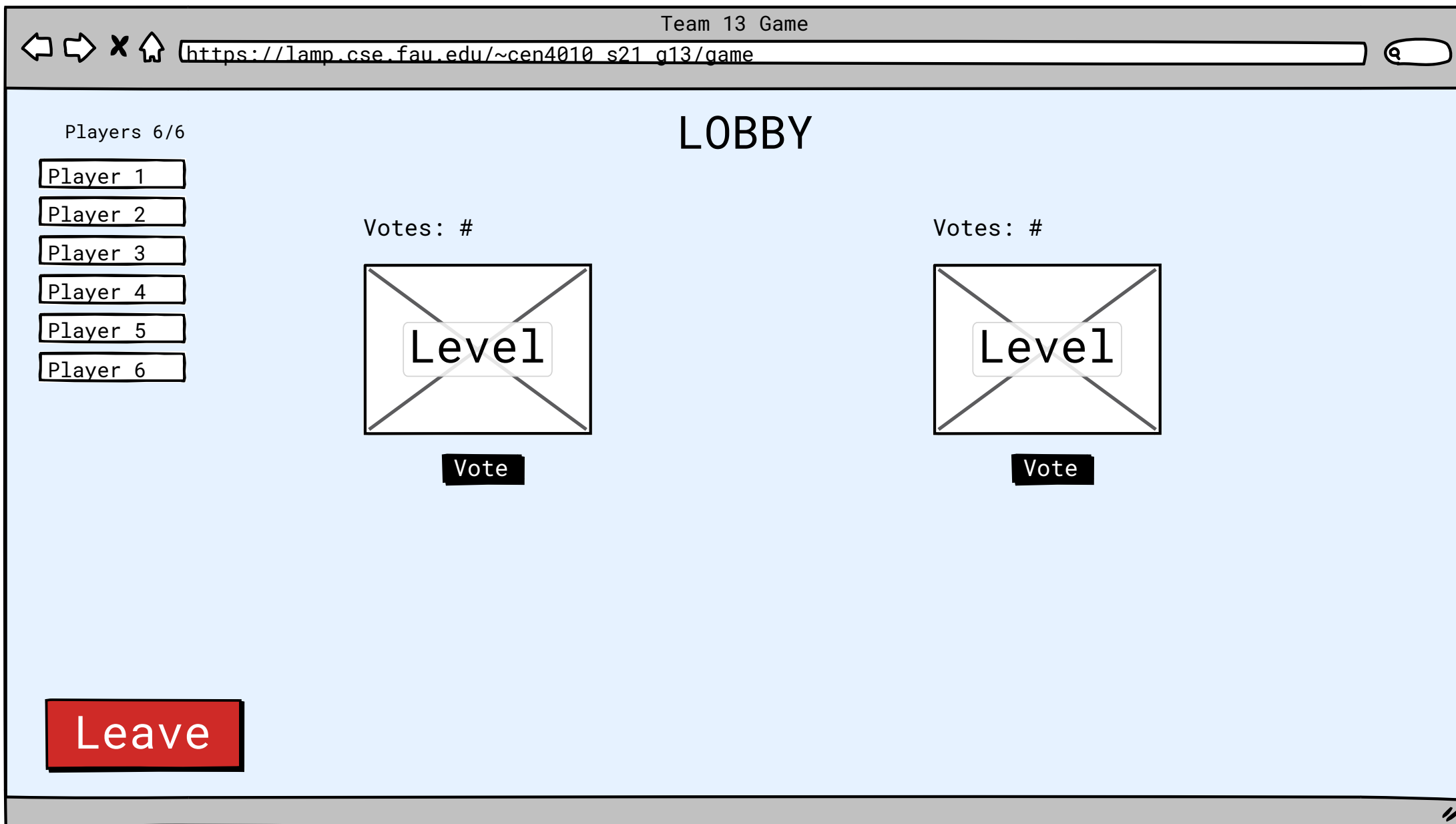
- FR03□ A user should be able to join a host's game using a specific code that the host shared with them.
- FR06□ A user should not be able to join a host's game without entering the correct code.



- FR08 ☐ A user should be able to choose the color of their character.
- FR15 ☐ A user should be able to quit the game at any time and return to the main lobby.



- FR07 ☐ A host should be able to wait for other users to join their game or start playing the game if at least one other player joined the game.
- FR15 ☐ A user should be able to quit the game at any time and return to the main lobby.
- FR17 ☐ A user should be able to vote for the level that they prefer.

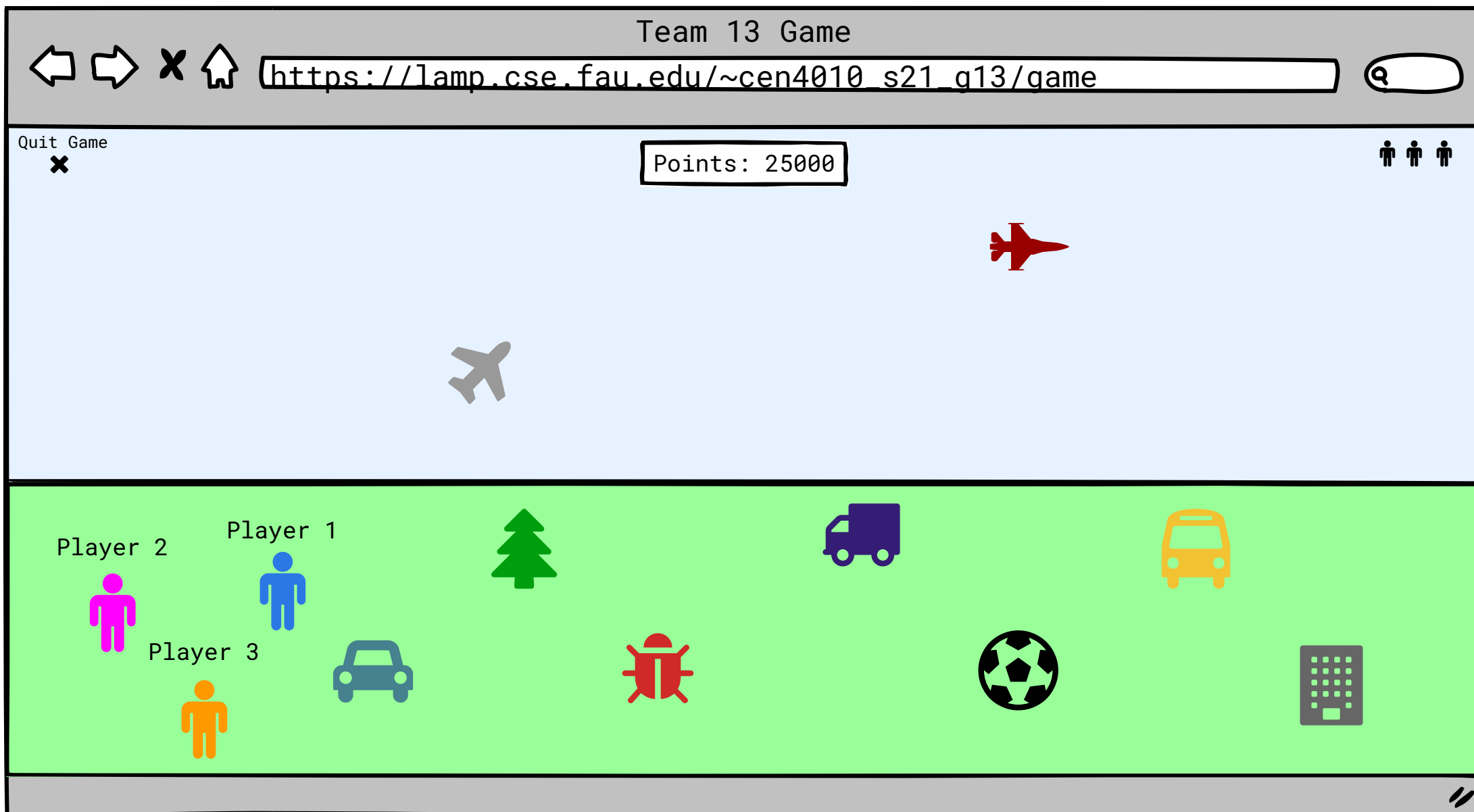


FR15 ☐ A user should be able to quit the game at any time and return to the main lobby.

FR16 ☐ Other users that are not a host do not have the authority to start a game.

FR17 ☐ A user should be able to vote for the level that they prefer.





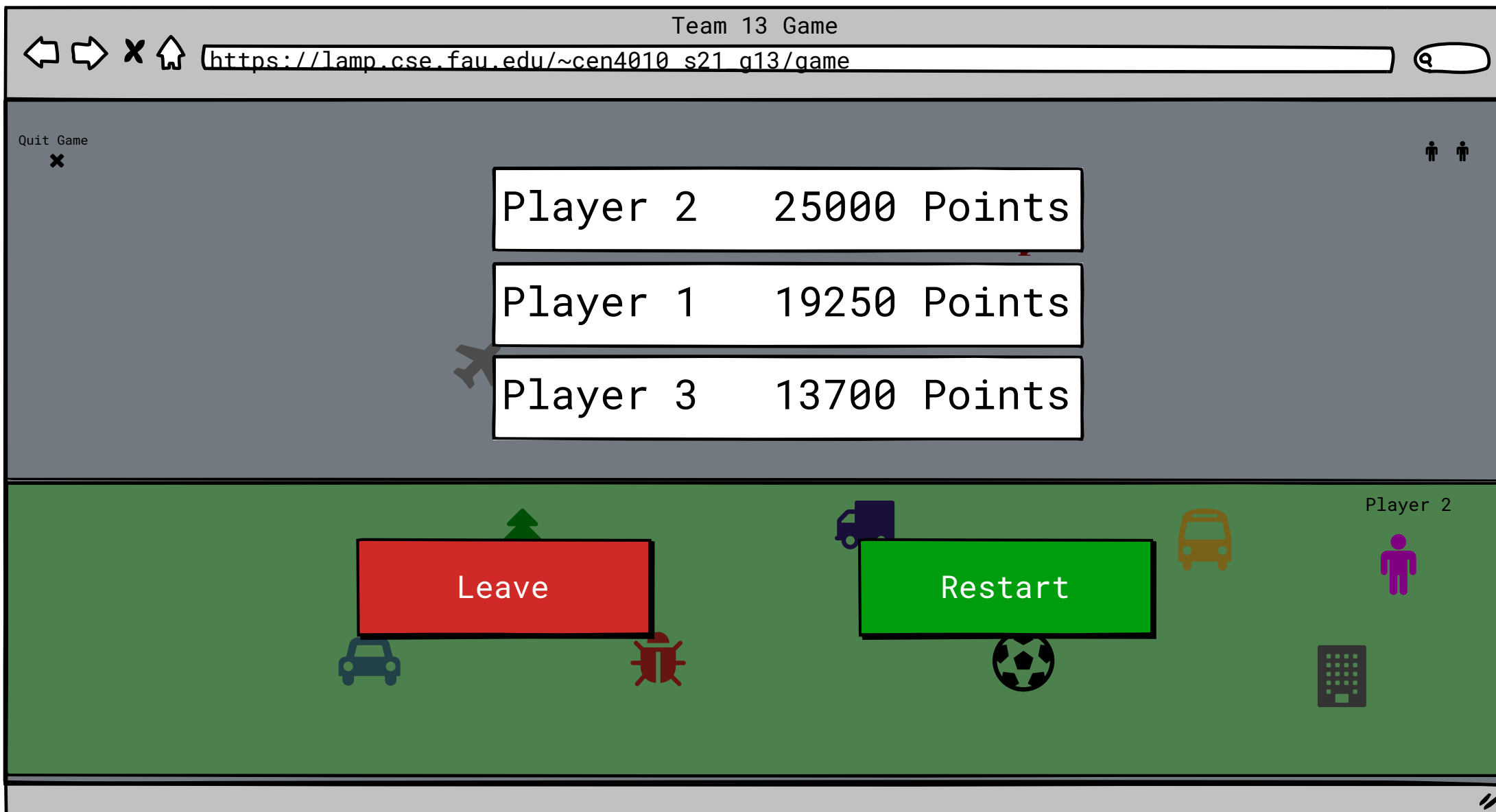
- FR09 ☐ A user should be able to move up, down, jump and duck to avoid obstacles.
- FR12 ☐ A user gains points for each obstacle they avoid.
- FR15 ☐ A user should be able to quit the game at any time and return to the main lobby.



FR10 ☐ A user loses the game if they lose all 3 of their lives and can spectate the rest of the game.

FR18 ☐ A user loses a life if they crash into an obstacle.

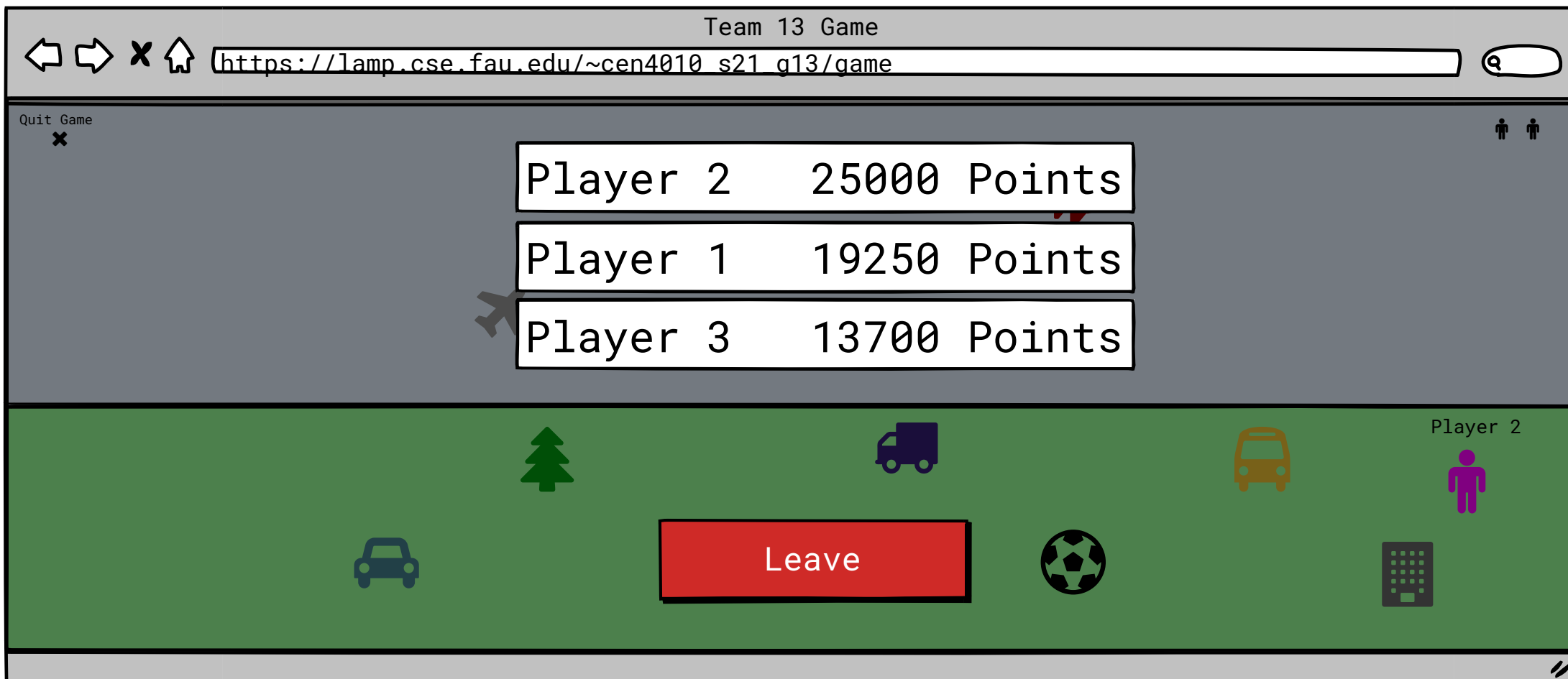
FR15 ☐ A user should be able to quit the game at any time and return to the main lobby.



FR11□ A user wins the game if they are the last player remaining in the game.

FR13□ A user sees the ranking of the players' points at the end of the game.

FR14□ A host should be able to choose whether to restart the game or not when the game ends. If the host restarts the game, the players do not have to re-enter the code again. If the host does not restart the game, users return to the main lobby.



- FR11 ☐ A user wins the game if they are the last player remaining in the game.
- FR13 ☐ A user sees the ranking of the players' points at the end of the game.
- FR15 ☐ A user should be able to quit the game at any time and return to the main lobby.
- FR16 ☐ Other users that are not a host do not have the authority to start a game.