

As a player, I want to view my hand of cards so that I can decide which card to play.			
As a player, I want to tap a land to generate mana so that I can cast spells.			
As a player, I want to cast creatures and spells from my hand so that I can affect the game.			
As a player, I want to attack with my creatures so that I can deal damage to my opponent.			
As a player, I want to block incoming attacks with my creatures so that I can protect my life total.			
As a player, I want to draw a card at the beginning of my turn so that I have new options.			
As a player, I want to pass priority during phases so that gameplay progresses correctly.			
As a player, I want to view or interact with the stack so that I can respond to spells and abilities.			
As a player, I want the game to automatically handle phases and steps so that I don't miss anything.			
As a player, I want to see the current phase and turn indicator so I know when to act.			
As a player, I want to undo an action during my turn (if no hidden info is affected) so I can correct mistakes.			
As a player, I want to build a deck by selecting cards from a collection so I can play with my favorite cards.			
As a player, I want to search for cards by name, type, or color so I can easily find what I need.			

As a player, I want to click on a card to see its detailed rules text so I understand its abilities.		
As a player, I want the game to enforce rules (like the stack or summoning sickness) so that gameplay is fair.		
As a player, I want to see triggered abilities pop up clearly so I don't miss them.		
As a new player, I want a guided tutorial so I can learn the basic rules of Magic: The Gathering.		
As a new player, I want to be introduced to the phases of a turn (untap, upkeep, draw, etc.) so I understand how a turn flows.		
As a new player, I want a tutorial scene that shows how to play lands and generate mana so I can cast spells.		
As a new player, I want to be taught how to summon creatures so I can start building a board presence.		
As a new player, I want to learn how to attack and block so I understand how combat works.		
As a new player, I want visual highlights and step-by-step guidance so I don't get overwhelmed.		
As a new player, I want incorrect moves to be disabled or gently corrected during the tutorial so I stay on the right track.		
As a new player, I want to see tooltips or popups explaining card keywords (like trample, flying, etc.) so I understand card mechanics.		
As a new player, I want to play through a scripted game that introduces each mechanic progressively so I can learn by doing		
As a new player, I want the tutorial to explain the stack and instant-speed interactions through simple examples so I'm not confused later.		
As a new player, I want to replay tutorial scenes so I can better understand parts I didn't grasp the first time.		