

Type of users:

- There are 3 main types of users:
 - Non-Registered User or Guest User or simply, Guest
 - Registered User
 - System User - denotes the system (the frontend or backend application) itself
- Registered users are again classified into:
 - Registered user who is not a member of any club or Solo player
 - Registered user who is a member of a club or Club member
- Club members are further classified into:
 - Super Admin
 - Club Admin
 - Club member

Epic - E1: Core Chess game play experience

This epic focuses on delivering a seamless and immersive chess-playing experience. It covers all aspects of game setup, interface design, player interactions, and in-game controls. The goal is to provide a smooth and engaging experience for both casual and competitive players.

This epic encompasses the following features:

1. **Game Interface & Board Setup** – Displaying the chessboard and pieces.

2. **Player Information Display** – Showing player details such as username, club affiliation, rating, and captured pieces.
3. **Game Clock & Timers** – Managing game time with countdown clocks for both players and supporting different time formats.
4. **Move Tracker & Replay Controls** – Allowing players to track all moves and navigate through past moves using rewind/forward options.
5. **Game Options & Controls** – Enabling actions like resigning, offering/accepting draws, aborting the game, and toggling sound settings.
6. **Waiting & Pre-Game Screen** – Displaying the waiting screen while pairing and preparing players for the match.
7. **In-Game Notifications & Status Updates** – Providing real-time updates on turn changes, move legality, and game status.
8. **Game End & Result Display** – Showing final results based on checkmate, timeout, draw conditions, or game aborts.

Feature - F1.1: Game Interface and Board Setup

User stories :

US1.1.1: As a guest or registered user, I want to be able to see a chessboard with properly positioned pieces in the game, so that I can start playing a game.

- **Acceptance Criteria:**
 - i. The game board and pieces should be displayed according to standard chess rules.
 - ii. The player should view the board from their perspective (white or black side).

Feature - F1.2: Player Information Display

User stories :

US1.2.1: As a guest or registered user, I want to be able to see both player's username, rating, club affiliation and captured pieces in the game, so that I can stay informed during the game.

- **Acceptance Criteria:**
 - i. Guest users do not have a rating or clubs, instead they just have username

Feature - F1.3: Game Clock & Timers

User stories :

US1.3.1: As a guest or registered user, I want to be able to play games with different time controls, so that I can choose a pace that suits me.

- **Acceptance Criteria:**
 - i. Supported time controls: blitz (5 min), rapid (10 min), bullet (3 min).

US1.3.2: As a guest or registered user, I want to be able to see both players' remaining time during a game, so that players can manage their moves efficiently and spectators can follow the pacing and strategic dynamics of the game.

Feature - F1.4: Move Tracker & Replay Controls

User stories :

US1.4.1: As a guest or registered user, I want to be able to track all past moves in the game, so that I can analyze the game progress.

US1.4.2: As a registered user, I want to be able to replay my completed games, so that I can review and analyze my moves.

Feature - F1.5: Game Options & Controls

User stories :

US1.5.1: As a guest or registered user, I want to be able to offer/accept draws to my opponent during the game, so that I can end the game if mutually agreed.

US1.5.2: As a guest or registered user, I want to be able to resign from a game, so that I can forfeit if I can no longer continue playing.

US1.5.3: As a guest or registered user, I want to be able to abort the game before it starts, so that it doesn't count as a valid game.

- **Acceptance Criteria:**

- i. Ratings remain unaffected if the game is aborted
- ii. The "Abort" option is available only before White makes the first move.

US1.5.4: As a guest or registered user, I want to be able to toggle game sound effects on or off, so that I can adjust my gameplay experience.

Feature - F1.6: Waiting & Pre-Game Screen

User stories :

US1.6.1: As a guest or registered user, I want to be able to see a waiting screen while waiting for an opponent, so that I know the matchmaking process is in progress.

- **Acceptance Criteria:**

- i. Users must have an option to cancel matchmaking while on the waiting screen.

Feature - F1.7: In-Game Notifications & Status Updates

User stories :

US1.7.1: As a guest or registered user, I want to be able to see a clear visual indication when it's my turn, so that I can make my move without confusion.

US1.7.2: As a guest or registered user, I want the system to validate my moves according to official chess rules, so that only legal moves are accepted during the game.

- **Acceptance Criteria:**

- i. We will not follow the touch move rules.

US1.7.3: As a guest or registered user, I want to be able to see a clear visual indication when my time is running low, so that I can react quickly and make my move in time.

- **Acceptance Criteria:**

- i. When a player's clock reaches the final minute, it visually changes (e.g., color change, animation, or blinking effect) to indicate urgency.

- **Assumptions:**

- i. The indicator should not interfere with the player's ability to make a move.

Feature - F1.8: Game End & Result Display

User stories :

US1.8.1: As a guest or registered user, I want to be able to see a clear summary of the game results at the end of a match, so that I can review the outcome and my performance.

- **Acceptance Criteria:**

- i. The player rating including the difference between the new and previous rating will be displayed for both the players. Guests don't have ratings.
- ii. The reason for the game ending (e.g., checkmate, timeout, resignation, draw condition) should be displayed.

US1.8.2: As a guest or registered user, I want to be able to see when I have won a game, so that I can recognize my achievement.

- **Acceptance Criteria:**

- i. A player is declared the winner when their opponent:
 - 1. Is checkmated.
 - 2. Runs out of time in a timed game and the winner has winnable pieces on board.
 - 3. Resigns the game.
 - 4. Disconnects and doesn't join back in 2 minutes or the remaining time in his clock, whichever is less.
- ii. Registered user rating increase based on the chess rules

US1.8.3: As a guest or registered user, I want to be able to see when I have lost a game, so that I can understand the outcome.

- **Acceptance Criteria:**

- i. A player is declared to have lost the game when they:
 - 1. Are checkmated.
 - 2. Run out of time in a timed game and the winner has winnable pieces on board.
 - 3. Resign the game.
 - 4. Disconnects and doesn't join back in 2 minutes or the remaining time in his clock, whichever is less.
- ii. Registered user rating decrease based on the chess rules

US1.8.4: As a guest or registered user, I want to be able to know when a game ends in a draw, so that I can understand the final result.

- **Acceptance Criteria:**

- i. A game is declared a draw when:
 - 1. Stalemate occurs.
 - 2. A threefold repetition happens.
 - 3. Both players agree to a draw.
 - 4. The 50-move rule applies.
 - 5. Insufficient material prevents checkmate.
- ii. Registered user rating increases or decreases based on the chess rules.

US1.8.5: As a guest or registered user, I want to be able to know when a game is aborted, so that I understand why it didn't continue.

- **Acceptance Criteria:**

- i. A game is aborted when:
 - 1. White has not played the first move and either of the players decide to abort.
 - 2. If both players disconnect at the same time and continue disconnected for 2 minutes.
 - 3. When the server is restarted (due to a planned event or unplanned event)
- ii. No rating or result should be assigned if a game is aborted.

Epic - E2: Guest User Experience and Onboarding

This epic provides a limited but engaging chess experience for non-registered users (guests). Guests can play casual matches without registration and view a carousel showcasing the app's unique features. The goal is to encourage them to sign up for full access.

This epic encompasses the following features:

1. **Guest Game experience** – Allow guests to play chess with other guests with basic functionalities without registration.
2. **View App features** – Showcase the unique selling points (USPs) of the app, including premium features available for registered users.
3. **Registration and Onboarding** – Enable guest users to register and transition into full-fledged members.

Feature - F2.1: Guest Game experience

- **Dependencies:**
 - i. Feature - F2.3: Registration and Onboarding should have been completed.

User Stories:

US2.1.1: As a guest, I want to be able to play a chess game without creating an account, so that I can immediately play with other guests.

- **Acceptance criteria:**
 - i. Guest users can only play against another guest user.
 - ii. Guest users do not have ratings.

US2.1.2: As a guest, I want to be paired randomly with another guest, so that I can quickly start a chess game.

- **Assumptions:**
 - i. If a match is not found within 1 min, the user is redirected to the app dashboard

US2.1.3: As a guest, I want to be able to generate and share a game link, so that I can play a game of chess with people I know.

- **Acceptance Criteria:**
 - i. If both players are online and available, the game starts immediately upon clicking the challenge link.

- ii. if the receiver accepts the challenge when the sender is offline - meaning he has closed the app, the challenge gets aborted by the server.
 - iii. If the receiver accepts the challenge when the sender is already in a game, the system automatically sends a return challenge to the sender.
 - iv. The return challenge gets cancelled if the receiver cancels the game or if the sender doesn't accept it in 30 sec or if he cancels or closes the return challenge notification.
 - v. If the sender or receiver is already playing a game when receiving the challenge, they will need to resign or finish in time to accept the challenge.
- **Assumption**
 - i. If the recipient is a registered user, the game should be discarded.

US2.1.4: As a guest, I want to be able to offer a rematch, so that I can keep the game spirit alive.

US2.1.5: As a guest who has installed the app, I want to be able to access the game screen directly when I open a match link from another guest user, so that I can start a game quickly.

US2.1.6: As a guest who has not installed the app, I want to be able to redirect to the app page in the Google Play Store when I open a match link, so that I can install the app and join the game quickly.

Feature - F2.2: View App features

User stories :

US2.2.1: As a guest, I want to be able to see the carousel highlighting clubmaster USPs on the dashboard so that I can get convinced to register with the app.

- **Acceptance criteria:**
 - i. Carousel to display clubmaster chess app USPs like “Club creation”, “Play for bet”, “Tournaments”, “Become Clubmaster” and “Chess Clubs Premier League”.

Feature - F2.3: Registration and Onboarding

User stories :

US2.3.1: As a guest, I want to be able to register an account with the ClubMaster chess app from the dashboard so that I can try the USPs of the app.

- **Acceptance criteria:**
 - i. Guest users will have the following options to create account:
 1. Continue with google
 2. Continue with facebook
 3. Continue with phone

Epic - E3: Registered User Experience and Features

This epic ensures that registered users get full access to the app’s core functionalities, including rated matches, betting-based chess games, account and profile management, and interactive features like leaderboards and match spectating.

- **Dependencies:**
 - i. Feature - F2.3: Registration and Onboarding should have been completed.

This epic encompasses the following features:

1. **Rated Matches** – Registered users can play standard rated matches with other registered users either through random pairing or via direct challenge, where the winner gains rating points and the loser loses rating points..
2. **Play for Bet** – Allowing registered users to engage in bet-based chess matches with three betting options:
 - i. **Temporary Profile Control** – Winner gains control over the opponent's profile details (name & picture).
 - ii. **Temporary Profile Lock** – Losing player gets locked out of the app for a predefined period.
 - iii. **Rating Stake** – Losing player loses pre-agreed rating points.
3. **Account Management** – Enabling secure login, logout, and account deletion using Google, Facebook, or Phone authentication.
4. **Profile Management** – Allowing users to update profile image, username, real name, location, personal description, and track achievements, online status, and game history.
5. **Friends Management** – Providing users the ability to add friends, check online status, and invite them to play matches.
6. **Watch Chess Matches** – Letting users watch live and past matches, including those of friends, clubmates, top players, and tournament participants.
7. **Leaderboard & Rankings** – Displaying player and club rankings based on ratings and performance.
8. **Settings & Preferences** – Allowing users to customize game invitations, auto queen promotion, notifications, sound, and maximum rating gap settings.
9. **Notifications & Alerts** – Keeping users informed about game invites, tournament updates, friend requests, and club announcements.

10. **Club Viewing & Exploration** – Allowing users to browse club details, including name, logo, description, location, rank, points, and member list sorted by rating.
11. **Tournament Viewing & Tracking** – Enabling users to explore ongoing, completed, and upcoming tournaments, including fixtures, standings, and results.

Feature - F3.1: Rated Matches

- **Dependencies:**
 - i. Epic - E1: Core Chess game play experience should have been completed

User stories :

US3.1.1: As a registered user, I want to be able to play a rated game of chess, so that I can increase my chess rating.

- **Acceptance Criteria:**
 - i. Registered users can only play against other registered users.
 - ii. The game request must include customizable match settings:
 1. Time format: The default setting is 10 minutes, but users can select other time formats such as 3 min and 5 min
 2. Play side: The default is “Random,” but users can choose “White” or “Black.”

US3.1.2: As a registered user, I want to be able to get randomly paired with other online registered users, so that I can quickly play rated games.

- **Acceptance Criteria:**
 - i. Users are paired based on their ratings and settings.
- **Assumption**

- i. If a match is not found within 1 minute the user is redirected to the app dashboard.

US3.1.3: As a registered user, I want to be able to send game requests to other online registered users, so that I can directly challenge them to a rated match.

- **Acceptance Criteria:**

- i. If the sender navigates away from the game waiting screen or goes offline, the match request is automatically canceled and becomes invalid.
- ii. If the recipient does not accept the match request within 1 minute, the request is automatically canceled.

US3.1.4: As a registered user, I want to be able to search other registered users to send game requests, so that I can locate the user I would like to challenge fairly quickly.

- **Acceptance Criteria:**

- i. The sender can search users from
 - 1. a users list sorted in the descending order of their rating points
 - a. The search results can be filtered between all players or just solo players and a rating range
 - 2. a friend list sorted in the descending order of their rating points
 - 3. the members list of a club within a searchable list of clubs
 - a. The search results can be filtered between type of club (private or public), club points range, location, no: of members in the club

- **Dependencies:**

- i. Epic - E5: Club management and Competitive play should have been completed.
- ii. Feature - F3.5: Friends Management should have been completed.

US3.1.5: As a registered user, I want to be able to receive game invites from other registered users, so that I can choose to accept or reject and engage in games at my convenience.

- **Acceptance Criteria:**

- i. If the sender goes offline (the sender was on the waiting screen before he goes offline) while the recipient accepts the request, the recipient is directed to the game screen and if the sender does not rejoin the game within 2 minutes, the match will be aborted, and the recipient will be notified of the cancellation.

US3.1.6: As a registered user, I want to invite and play rated games with my online friends, so that I can enjoy competitive and engaging matches with people I know.

- **Dependencies:**

- i. Feature - F3.5: Friends Management should have been completed.

US3.1.7: As a registered user, I want to be able to invite any other online registered user directly from their profile, so that I can easily initiate a game.

US3.1.8: As a registered user, I want to be able to generate and share a game link, so that I can play a game of chess with people I know.

- **Acceptance Criteria:**

- i. If both players are online and available, the game starts immediately upon clicking the challenge link.
- ii. if the receiver accepts the challenge when the sender is offline - meaning he has closed the app, the challenge gets aborted by the server.
- iii. If the receiver accepts the challenge when the sender is already in a game, the system automatically sends a return challenge to the sender.
- iv. The return challenge gets cancelled if the receiver cancels the game or if the sender doesn't accept it in 30

sec or if he cancels or closes the return challenge notification.

- v. If the sender or receiver is already playing a game when receiving the challenge, they will need to resign or finish in time to accept the challenge.

Feature - F3.2: Play for Bet

- **Dependencies:**

- i. Epic - E1: Core Chess game play experience should have been completed.

User stories :

US3.2.1: As a registered user, I want to be able to play chess for bet with other online registered users, so that I can enjoy competitive gameplay with added fun and lighthearted humor.

- **Acceptance Criteria:**

- i. The sender can choose from the predefined set of bet options and can read about the bet terms before sending the bet request.
 - ii. The receiver can read and choose to accept or decline the bet.
 - iii. The bet can be canceled by the sender before the receiver accepts it.
 - iv. Once the receiver accepts the bet, the game is on and cannot be aborted.
 - v. A bet game that ends in a draw will be treated as a normal game minus the bet implications.
 - vi. If the sender navigates away from the waiting screen or goes offline, the bet match request will be canceled automatically.

- **Assumptions:**

- i. The system would notify the receiver regarding the bet along with bet terms and would also notify the sender of the receiver's actions.
- ii. The system would have been populated with predefined bet options.
- iii. Every game played for a bet will still have the rating calculations done similar to a normal game.

US3.2.2: As a registered user, I want to be able to send bet requests to other registered users, so that I can initiate competitive gameplay with added fun and humor.

US3.2.3: As a registered user, I want to be able to receive bet requests from other registered users, so that I can decide whether to participate in competitive gameplay with added fun and humor.

US3.2.4: As a registered user, I want to be able to participate in a chess game for Temporary Profile Control, so that I can add humor to my opponent's profile name and profile picture.

- **Acceptance Criteria:**

- i. The winner can change the loser's username and profile picture.
- ii. The changes can only be made from predefined options, both for profile picture and username.
- iii. The loser will only be able to revert the changes after 24hrs.

- **Assumptions:**

- i. The system would already have been populated with a predefined set of hilarious usernames and funny profile pictures.

US3.2.5: As a registered user who wins the Temporary Profile Control bet, I want to be able to access the opponent's profile to apply humorous changes, so that I can enjoy my victory and add fun to the competition.

- **Acceptance Criteria:**
 - i. Post winning the game, the winner will be provided with the option to make the changes. If he cancels or navigates away from the view, then he will not be able to make the changes later.
- **Assumptions**
 - i. The system will confirm with the winner while navigating away or cancelling the option to change the user profile details.

US3.2.6: As a registered user who loses the Temporary Profile Control bet, I want to be able to revert the changes made to my profile after 24hrs from losing the game so that I can restore my dignity and continue playing under my original identity.

- **Assumption:**
 - i. The app (frontend) would remind the user to revert the changes after 24hrs.
 - ii. The system would keep the original identity intact to be restored later.

US3.2.7: As a registered user, I want to be able to participate in a chess game for Temporary Profile Lock, so that I can simulate real world jail conditions to humor my opponent.

- **Acceptance Criteria:**
 - i. The loser's account is automatically logged out after the game ends.
 - ii. The loser cannot log in to their account for the next 24 hours.
 - iii. During the 24-hour period, the loser is only allowed access to guest user features.
- **Dependencies**
 - i. Epic - E2: Guest User Experience and Onboarding should have been completed.

US3.2.8: As a registered user who wins a Profile Locking bet, I want to be able to view the outcome of the bet, confirming that the opponent's profile is locked, so that I can feel satisfied with the result.

US3.2.9: As a registered user who loses the Profile Locking bet, I want to be able to have my account automatically locked for 24 hours and restricted to guest mode, so that I can understand the consequences of losing the match.

US3.2.10: As a registered user, I want to be able to participate in a chess game for Rating stake, so that the loser's rating is deducted, making the match more competitive and impactful.

- **Acceptance Criteria:**
 - i. Only users with a rating above 0 can participate in a rating stake bet.
 - ii. The system sets a default rating stake of 200, customizable up to a maximum of 600.
 - iii. The loser's agreed rating is deducted from their total.
 - iv. The winner does not gain any additional rating from the bet beyond the normal game rating gain.

US3.2.11: As a registered user who wins a rating stake bet, I want to be able to view the outcome of the bet, including the agreed rating deduction of the opponent, so that I can confirm the result and feel satisfied with my victory.

US3.2.12: As a registered user who loses a rating stake bet, I want to be able to have the agreed-upon rating points automatically deducted from my total rating, so that the rating loss reflects a fair consequence of losing the game.

Feature - F3.3: Account Management

User stories :

US3.3.1: As a registered user who has logged out, I want to be able to log into the app so that I can continue with my existing account.

- **Acceptance criteria:**
 - i. Registered users can log In with following options:
 1. continue with Google
 2. continue with Facebook
 3. Continue with Phone
- **Assumptions:**
 - i. The user has to log back into the app with the same method that he chose to register with the app in order to access the same account.

US3.3.2: As a registered user, I want to be able to sign out of my account, so that I can ensure my account is safe and no one else can access it after I finish using the app.

- **Acceptance criteria:**
 - i. The app must ask the user to confirm if they are sure they want to sign out, to prevent logging out by mistake.

US3.3.3: As a registered user, I want to be able to delete my account so that I can permanently remove my account.

- **Acceptance Criteria:**
 - i. The system displays a confirmation prompt to prevent accidental deletion.
- **Assumptions:**
 - i. A message is displayed after the account is successfully deleted.

Feature - F3.4: Profile Management

User stories :

US3.4.1: As a registered user, I want to be able to update my profile details so that I can personalize my identity within the app.

- **Acceptance Criteria:**

- i. Users can update the following profile information:
 - 1. Profile image (optional)
 - 2. Username (mandatory, must be unique)
 - 3. Real name (optional)
- ii. Club affiliation is automatically updated when the user joins or leaves a club and cannot be manually edited.
- iii. Join date and rating are read-only and cannot be modified by the user.
- iv. Changes to the profile should be saved successfully and reflected in real-time for the user.
- v. If the profile update is unsuccessful, the user should be informed that the update could not be completed

US3.4.2: As a registered user, I want to be able to access my profile page so that I can view my personal details, club information, and achievements.

- **Acceptance Criteria:**

- i. The profile page must display:
 - 1. Profile image, username, real name (if set), and country flag (if applicable)
 - 2. Club affiliation with club point
 - 3. Chess rating and clubmaster title (if applicable)
 - 4. Achievements section displaying earned awards with title, date, and description

US3.4.3: As a registered user, I want to be able to see my recent matches on my profile page so that I can track my match history and review past games.

- **Acceptance Criteria:**

- i. The profile page must display a list of recent matches (up to 10 matches) in reverse chronological order (latest game first).
- ii. Each match entry must include:

1. Opponent's username and rating
2. Game result indicator (win/loss/draw)
- iii. Users must be able to replay and review any match from their recent match history.
- **Dependencies:**
 - i. Epic - E1: Core Chess game play experience should have been completed
 - ii. Feature - F3.6: Watch Chess Matches should have been completed.

US3.4.4: As a registered user, I want to be able to view other players' profiles so that I can see their status, achievements, and match history.

- **Acceptance Criteria:**
 - i. Clicking on a player's name, avatar from any section of the app should redirect to their profile page.
 1. Clicking on the club affiliation takes the user to the corresponding club profile page.
 - ii. The profile page of other players must display:
 1. Their profile image, username, and rating
 2. Their club affiliation with club point.
 3. Their recent game history
 4. Their achievements
 - iii. Every user's profile page will include an online status indicator, allowing others to see whether the user is currently online.
- **Dependencies:**
 - i. Epic - E5: Club management and Competitive play should have been completed

Feature - F3.5: Friends Management

User stories :

US3.5.1: As a registered user, I want to be able to add new friends to my friend list, so that I can play with them.

- **Acceptance Criteria:**

- i. Users can send friend requests to any registered user.

US3.5.2: As a registered user, I want to be able to view my friends' online status, so that I can know when they are available to play.

- **Assumption**

- i. Each friend in the friend list has a status indication (e.g., a green dot for online).

US3.5.3: As a registered user, I want to be able to remove friends from my friend list, so that I can manage my connections and keep my friend list up to date.

- **Assumptions:**

- i. A confirmation prompt is shown before the friend is removed to ensure the user intends to remove the friend.

Feature - F3.6: Watch Chess Matches

- **Dependencies:**

- i. Epic - E1: Core Chess game play experience should have been completed.

User stories :

US3.6.1: As a registered user, I want to be able to watch the game of any registered user, so that I can analyze their playing style and learn from their strategies.

US3.6.2: As a registered user, I want to be able to watch live matches of top players, so that I can learn advanced strategies and enhance my understanding of high-level gameplay.

- **Dependencies:**
 - i. Feature - F3.1: Rated Matches should have been completed

US3.6.3: As a registered user, I want to be able to watch live matches of my friends, so that I can evaluate their progress over time.

US3.6.4: As a registered user, I want to be able to watch live matches in tournaments (inter-club, league, ClubMaster, Club challenge) , so that I can track players and clubs performances.

- **Assumption:**
 - i. If the user is a club member and their club is participating in a tournament, that tournament is displayed at the first of the list for better visibility.
- **Dependencies:**
 - i. Epic - E6: Tournament system and Competitive Play should have been completed

Feature - F3.7: Leaderboard & Rankings

- **Dependencies:**
 - i. Feature - F5.1: Club creation and Ownership should have been completed

User stories :

US3.7.1: As a registered user, I want to be able to view the leaderboard, so that I can see the top players or clubs and understand my rank in comparison.

- **Acceptance criteria:**
 - i. The first, second, and third-ranked players or clubs must be highlighted using a winner podium format, displaying:
 1. Profile image (if available)
 2. Name
 3. Rating (for players) / Points (for clubs)

- 4. Club name (for players)
 - ii. The user's own ranking and their club's ranking must be highlighted on the screen for easy identification.
- **Assumption:**
 - i. Only active players and clubs with a minimum number of matches/tournaments are considered in the leaderboard.
- **Dependencies:**
 - i. Epic - E5: Club management and Competitive play should have been completed
 - ii. Epic - E6: Tournament system and Competitive Play should have been completed

Feature - F3.8: Settings & Preferences

User stories :

US3.8.1: As a registered user, I want to be able to enable or disable game invitations, so that I can control whether I receive challenges from other players.

US3.8.2: As a registered user, I want to be able to enable or disable the auto queen promotion, so that I can control whether the game automatically promotes pawns to queens.

US3.8.3: As a registered user, I want to be able to enable or disable notifications in the app, so that I can control the notifications I receive and avoid unwanted alerts.

US3.8.5: As a registered user, I want to be able to turn on or off sound according to my preference, so that I can control my auditory experience.

US3.8.6: As a registered user, I want to be able to customize the max rating gap, so that I can play random games with a similar skill level for fair and balanced matches.

- **Acceptance criteria:**

- i. The app will have a default Max Rating Gap of 200 points, which can be adjusted as needed.

US3.8.7: As a registered user, I want to be able to log out from the application, so that I can securely end my session and play as a guest if needed.

- **Acceptance criteria:**

- i. The system must ask the user to confirm logout with a prompt to prevent accidental logouts.

Feature - F3.9: Notifications & Alerts

User stories :

US3.9.1: As a registered user, I want to be notified when another user challenges me to a game, with or without a bet, so that I can decide to accept or decline the challenge.

- **Acceptance criteria:**

- i. For all challenge notifications, they must stay on the screen that the user is currently on and can only be cancelled (closing it also cancels the challenge) or accepted.

US3.9.2: As a registered user, I want to be notified when someone sends me a friend request, so that I can choose to accept or decline it.

- **Acceptance criteria:**

- i. All friends request notifications would appear within the notification area. The notifications icon would simply show the number of unread notifications as a red bubble

US3.9.3: As a registered user, I want to be notified when my club joins a tournament and I am a participant, so that I can stay informed about my tournament participation.

- **Acceptance criteria:**

- i. These notifications would appear within the notification area with the red bubble indication.

US3.9.4: As a registered user, I want to be notified before my tournament matches begin, so that I can be prepared and ready to play.

- **Acceptance criteria:**

- i. These notifications would appear 10 min before the tournament start and would stay on the current screen unless the user chooses to close it. It would also appear within the notification area.
- ii. If the notification criteria is met and if the user is currently offline, the notification would automatically appear and stay on top as soon as the user has logged back in.

US3.9.5: As a registered user, I want to be notified when my club admin promotes me to an admin role or demotes me from my admin position, so that I can stay informed about my role within the club.

- **Acceptance criteria:**

- i. These notifications would appear within the notification area with the red bubble as explained above.

US3.9.5: As a club admin, I want to be notified when a club member leaves, so that I can stay updated on my club's membership and manage it effectively.

- **Acceptance criteria:**

- i. These notifications would appear within the notification area with the red bubble as explained above

US3.9.5: As a club admin, I want to be notified when a new member joins the club, so that I can stay updated on my club's membership and manage it effectively.

- **Acceptance criteria:**
 - i. These notifications would appear within the notification area with the red bubble as explained above

US3.9.5: As a club admin, I want to be notified when a club member decides to quit a tournament, so that I can replace them with a new player.

- **Acceptance criteria:**
 - i. These notifications would appear within the notification area with the red bubble as explained above

US3.9.5: As a club admin, I want to be notified when another club sends a challenge request or a bet request, so that I can take action to accept or reject it.

- **Acceptance criteria:**
 - i. These notifications would appear within the notification area with the red bubble as explained above

US3.9.5: As a club admin, I want to be notified when another club invites my club to join a private tournament, so that I can take action to accept or reject it.

- **Acceptance criteria:**
 - i. These notifications would appear within the notification area with the red bubble as explained above

US3.9.5: As a club member, I want to be notified when the club super admin transfers their position to me, so that I can accept or reject the transfer

- **Acceptance criteria:**
 - i. These notifications would appear within the notification area with the red bubble as explained above

Feature - F3.10: Club Viewing & Exploration

- **Dependencies:**

- i. Epic - E5: Club management and Competitive play should have been completed.

User stories :

US3.10.1: As a registered user, I want to be able to access the clubs list view, so that I can find the best clubs and explore different clubs.

- **Acceptance Criteria:**

- i. The clubs list view displays two types of clubs:
 - 1. Public clubs
 - 2. Private clubs
- ii. Clubs can be searched by their name and location and filtered by their type.
- iii. Each row in the clubs list displays the following key information of a single club:
 - 1. Club name
 - 2. Members count
 - 3. Rank
 - 4. Points
 - 5. Location
 - 6. Logo
- iv. Private clubs will be indicated as private (a lock icon) on the club list view.

- **Assumptions:**

- i. The club list view page will display a list of clubs recommended based on the user's location, with the nearest clubs shown at the top.

- **Dependencies:**

- i. Epic - E5: Club management and Competitive play should have been completed

US3.10.2: As a registered user, I want to be able to filter the club list, so that I can view clubs based on my preferences.

- **Acceptance criteria**

- i. User will have following filter options:

1. By location
2. By club points
3. By number of members
4. By club type (public/private)

US3.10.3: As a registered user, I want to be able to search clubs in the club list, so that I can quickly find and view specific clubs.

- **Acceptance criteria:**
 - i. Users can search clubs by name or location

US3.10.3: As a registered user, I want to be able to view a club's profile, so that I can access the club's details and see the list of players associated with that club.

- **Acceptance criteria:**
 - i. Club profile view displays the following details:
 1. Club name
 2. Members list
 3. Points
 4. Credit
 5. Rank
 6. Location
 7. Club logo
 8. Description
 9. Private or Public indication
 - ii. The club profile view clearly identifies the players like "Admins", "Super admin" and "Clubmaster" if available.
 - iii. Members list are displayed descending of their ratings.
 - iv. The clubmaster of a club appears first within the member's list irrespective of his rating.

Feature - F3.11: Tournament Viewing & Tracking

- **Dependencies:**

- i. Epic - E6: Tournament system and Competitive Play should have been completed.

User stories :

US3.11.1: As a registered user, I want to be able to explore upcoming, ongoing, and completed tournaments, so that I can stay informed about the available tournaments, their schedules, progress, and results.

- **Acceptance criteria:**

- i. Tournaments must be categorized into Upcoming, Ongoing, and Completed sections for easy navigation.
- ii. Each tournament listing must display the tournament name, date and time, and type.
- iii. Users must be able to access completed tournament details at any time after the tournament has concluded.
- iv. Ongoing tournaments must update in real time, reflecting the latest progress.
- v. The Upcoming section must display scheduled tournaments that have not yet started.
- vi. Users must be able to view tournaments associated with their club in a dedicated "My Club" section, including upcoming, ongoing, and completed tournaments.

- **Assumptions:**

- i. If a user who is not a member of any club accesses the "My Club" section, they must see a message stating: "You are not a member of any club. Join an existing club or create your own to participate," along with options to join or create a club.

- **Dependencies:**

- i. Epic - E6: Tournament system and Competitive Play should have been completed.

Epic - E4: Solo Player Features

This epic is dedicated to registered users who are not part of any club (solo players), giving them the ability to create or join clubs and participate in the club system.

- **Dependencies:**
 - i. Feature - F2.3: Registration and Onboarding should have been completed.

This epic encompasses the following features:

1. **Create a Club** – Allows solo players to create a club by providing necessary details like name, logo, description, location, and score limit.
2. **Join a Club** – Allows solo players to search for and request to join clubs that match their interests.

Feature - F4.1: Create a club

- **Dependencies:**
 - i. Feature - F5.1: Club creation and Ownership should have been completed.

User stories :

US4.1.1: As a solo user, I want to be able to create a club, so that I can establish and manage my own club.

- **Acceptance Criteria:**

- i. Only one club can be created by a user.
- ii. The user who creates the club automatically becomes its super admin.

Feature - F4.2: Join a club

- **Dependencies:**
 - i. Feature - F5.2: Club Membership & Invitations should have been completed.

User stories :

US4.2.1: As a solo user, I want to be able to find and join a club, so that I can participate in club activities and competitions.

- **Acceptance Criteria:**
 - i. A user can only join one club at a time.
 - ii. The user should be able to see and search a list of clubs located near to their location and sorted according to club points.

Epic - E5: Club management and Competitive play

This epic provides registered users with club-related functionalities, ensuring structured club formation, administration, and competitive play. It supports club creation, member management, and club-based tournaments.

- **Dependencies:**
 - i. Feature - F2.3: Registration and Onboarding should have been completed.

This epic encompasses the following features:

1. Club Creation & Ownership

- a. Create a Club (Public, Private: Invite-only, Rating Limit, Location)

- b. Become a Super Admin and Manage the Club
- 2. Club Membership & Invitations**
 - a. Invite Players to Club (Public: Any Member, Private: Admins Only)
 - b. Join a Club (Public, Private by Invitation, Rating Limit, or Location)
- 3. Club Administration & Moderation**
 - a. Manage Club Details (Edit Name, Logo, Description, Location, Type)
 - b. Assign or Remove Club Admins (Super Admin Controls)
 - c. Remove Club Members (Restrictions on Tournament Participants)
- 4. Club Engagement & Activities**
 - a. View Clubs (My Club, Other Clubs, Club List with Filters)
 - b. View Club Details (Members, Rank, Points, Location, Logo)
 - c. Challenge Other Clubs for Matches
- 5. Club Tournament Participation**
 - a. Join or Host Club Tournaments (By Super Admins and Admins)
 - b. Track Club's Ongoing and Completed Tournament.
- 6. Leaving & Deleting a Club**
 - a. Leave a Club (Regular Member, Admin, Super Admin)
 - b. Delete a Club (Only Super Admins, With All Requirements Met)

Feature - F5.1: Club creation and Ownership

User stories:

US5.1.1: As a Solo player, I want to be able to create a club and become its super admin, so that I can start managing it.

- **Acceptance Criteria:**

- i. Only one club can be created by a user.

- ii. To create another club, the user must leave or delete their current club.
- iii. A user can create two types of clubs, public and private (by rating, by invite, by location).
- iv. Upon successful club creation, the club starts with a default point of 300 and 50 credits

US5.1.2: As a solo player, I want to be able to access the Club Creation Form so that I can create a new club.

- **Acceptance Criteria:**

- i. Club creation form would include the following:
 1. Name (unique, mandatory)
 2. Location (mandatory: city, state, country).
 3. Club logo (mandatory but default will be provided).
 4. Description (optional).
 5. Type of club (Public, Private (by invite only, by rating limit, by location)).

US5.1.3: As a solo player, I want to be able to create a public club, so that I can establish an open community where anyone can join.

US5.1.4: As a solo player, I want to be able to create a private, invite-only club, so that I can maintain an exclusive and controlled membership by inviting specific players.

US5.1.5: As a solo player, I want to be able to create a private club by rating limit, so that I can create an elite club of strong players.

- **Acceptance criteria:**

- i. A minimum(point above 0) rating limit should be set.

U5.1.6: As a solo player, I want to be able to create a private club by location, so that I can ensure only users from a specific area can join, and enhance connections among members in the same region.

Feature - F5.2: Club Membership & Invitations

User stories:

US5.2.1: As a public club member, I want to be able to invite a user or share the invitation link to other players, so that I can grow my club's membership.

- **Acceptance Criteria:**

- i. The members can either invite registered users directly from their profile or share an invite link to any player outside the app.
- ii. The invite link to join a club will be unique for each club and is only visible to its members.
- iii. It will also be easy to copy it to clipboard or share across other installed apps to facilitate easy sharing.

US5.2.1: As a private club admin, I want to be able to invite a user to join my club, so that I can grow my club's membership.

- **Acceptance Criteria:**

- i. Private clubs do not have an invite link that anyone can use to join the club, instead they will need to be registered with the app and be exclusively invited by the admin to join the club.
- ii. For private clubs with rating limits and location, any user who meets the criteria can join directly.

US5.2.2: As a registered user, I want to be able to join a club, so that I can participate in club activities.

- **Acceptance Criteria:**

- i. A user can only join one club at a time.
- ii. A club member will need to leave his current club in order to join a new club.
- iii. Registered users can join any public clubs without an admin invitation.

- iv. Registered users can join private clubs upon getting invited by the corresponding club admin.
- v. Registered users who meet the criteria to join private clubs with rating limits and location, can join directly without waiting for admins to invite them.
- **Assumptions:**
 - i. The system notifies both the club admins and the user when he leaves a club and / or joins a new club.
 - ii. When a club member leaves a club, he assumes the status of a solo player.
- **Dependencies:**
 - i. Feature - F3.9: Notifications & Alerts should have been completed.

US5.2.3: As a solo player, I want to be able to join a public club so that I can be a part of an open community and participate in tournaments.

US5.2.4: As a solo player, I want to be able to join a private invite-only club through an invitation, so that I can become part of an exclusive, high-quality community of players.

US5.2.5: As a solo player, I want to be able to join a private club with a rating limit, so that I can be part of a group with members who match my skill level.

US5.2.6: As a solo player, I want to be able to join a private club based on location, so that I can be a part of players from my area.

- **Assumptions:**
 - i. Location mentioned in the user's profile as well as the club's location should be the same.

Feature - F5.3: Club Administration & Moderation

User stories:

US5.3.1: As a club admin, I want to be able to edit my club details so that I can update my club's information.

- **Acceptance criteria:**

- i. Admins can update the following details:
 1. Club logo
 2. Club name
 3. Location (except for private clubs by location)
 - a. For private clubs by location, this field would be read only.
 4. Description
 5. Club members list (invite / remove members)

US5.3.2: As a super admin, I want to be able to make my club members as admins so that I can share responsibilities and manage the club better.

- **Acceptance criteria:**

- i. Only the super admin has the authority to assign the admin role to a member.

US5.3.3: As a club admin, I want to be able to remove members from my club so that I can manage my club's membership and maintain a positive environment.

- **Acceptance criteria:**

- i. Admins can remove any member from their club, except the super admin.
- ii. If a member is participating in an ongoing tournament, admins cannot remove the player until the tournament has been completed.
- iii. If a member is participating in a tournament for which fixtures have not been generated yet, the admins can only remove them from the club after removing them from the tournament.

- iv. A confirmation prompt will appear before removing a club member, ensuring the admin has not accidentally removed the member.
- **Assumption:**
 - i. The member being removed from the club will be notified of their removal.
- **Dependencies:**
 - i. Feature - F3.9: Notifications & Alerts should have been completed.

US5.3.4: As a super admin, I want to be able to remove certain members from their admin position so that I can ensure proper management and maintain control over club leadership.

- **Assumption:**
 - i. The individual stripped of their admin privileges will be notified of the change.
- **Dependencies:**
 - i. Feature - F3.9: Notifications & Alerts should have been completed.

Feature - F5.4: Club Engagement & Activities

User stories:

US5.4.1: As a registered user, I want to be able to access the clubs list view, so that I can find the best clubs and explore different clubs.

- **Acceptance Criteria:**
 - i. The clubs list view displays both public and private clubs.
 - ii. Each card in the clubs list displays the following key information:
 1. Club name
 2. Members count
 3. Rank

4. Points
5. Location
6. Logo
7. Type (a lock icon to denote private type)

US5.4.2: As a registered user, I want to be able to filter the club list, so that I can view clubs based on my preferences.

- **Acceptance criteria**
 - i. User will have following filter options:
 1. By location
 2. By club points
 3. By number of members
 4. By club type (public/private)

US5.4.3: As a registered user, I want to be able to search clubs in the club list, so that I can quickly find and view specific clubs.

- **Acceptance criteria:**
 - i. Users can search clubs by name or location

US5.4.4: As a registered user, I want to be able to view a club's profile, so that I can access the club's details and see the list of players associated with that club.

- **Acceptance criteria:**
 - i. Club profile view displays the following details:
 1. Club name
 2. Members list
 3. Points
 4. Credit
 5. Rank
 6. Location
 7. Club logo
 8. Description
 9. Private or Public indication
 10. Upcoming, ongoing and completed tournaments
 11. Achievements

- ii. The club profile view clearly identifies its members for e.g. "Admin", "Super admin" and "Clubmaster" if available.
- iii. Club members are sorted by their rating and if the club includes a "Clubmaster", the clubmaster is displayed at the top of the member list.
- **Assumption:**
 - i. Members within the list are sorted in the descending order of their rating.

US5.4.5: As a club admin, I want to be able to challenge other clubs to a tournament so that I can prove my club's playing strength.

- **Acceptance Criteria:**
 - i. Club admins must have an option to challenge another club from their profile.
- **Dependencies:**
 - i. Feature - F6.4:Club Challenge Tournaments (Head-to-Head Matches) should be completed.

Feature - F5.5: Club Tournament Participation

- **Dependencies:**
 - i. Epic - E6: Tournament system and Competitive Play should be completed.
 - ii. Feature - F5.1: Club creation and Ownership should have been completed.

User stories:

US5.5.1: As a club admin, I want to be able to initiate tournament creation from my club profile, so that I can organize competitions and engage club members.

- **Acceptance Criteria :**
 - i. Inter-club and Clubmaster tournaments should be created from club profile.

US5.5.2: As a club admin, I want to be able to join a club tournament, so that my club can participate and win the tournament.

- **Acceptance Criteria :**

- i. Admin can join a tournament by accepting tournament invitations.
- ii. Admin can join a tournament from the tournament list.

US5.5.3: As a club admin, I want to be able to create a Clubmaster tournament, so that my club members can participate and compete against each other to win the Clubmaster title.

US5.5.4: As a club member, I want to be able to participate in a club master tournament, so that I can win the clubmaster title.

US5.5.5: As a club admin, I want to be able to enroll my club in interclub tournaments, so that my club can compete against other clubs to earn points, credits, and recognition for my club.

US5.5.6: As a club admin, I want to be able to enroll my club in a club challenge, so that my club can compete against other clubs to earn points, credits, and recognition for my club.

US5.5.7: As a club admin, I want my club to be automatically selected for league participation if my club is among the top 10, so that my club can compete against others to earn points, credits, and the league title.

Feature - F5.6: Leaving & Deleting a Club

User stories:

US5.6.1: As a club member, I want to be able to leave my current club so that I can either create a new club or join another one.

- **Acceptance criteria:**
 - i. A member participating in an ongoing tournament cannot leave the club until the tournament has been completed.
 - ii. A member participating in a tournament that has not yet started can only leave the club after withdrawing from the tournament.
 - iii. The member will be asked to confirm his choice to leave the club.
- **Assumption:**
 - i. If the member confirms their decision to leave, all admins will be informed of their departure.
- **Dependencies:**
 - i. Feature - F3.9: Notifications & Alerts should have been completed

US5.6.2: As a super admin, I want to be able to leave a club, so that I can no longer be associated with the club.

- **Acceptance criteria:**
 - i. The super admin must transfer their role to another club member before leaving.
 - ii. Super admin can transfer their role only when the selected member accepts the request to be a super admin.
 - iii. If the super admin transfers their role to another member but does not leave the club, they will remain in the club as a regular member.
- **Assumption:**

- i. Before leaving, a confirmation message will ask the member to confirm their decision with options to proceed or cancel.
 - ii. The Super Admin is notified if the selected member accepts or declines the super admin role transfer request.
- **Dependencies:**
 - i. Feature - F3.9: Notifications & Alerts should have been completed

US5.6.3: As a club member, I want to be able to accept or reject the super admin role assigned to me, so that I can decide whether to take on the club's highest responsibility.

- **Acceptance criteria:**
 - i. The member should be notified about the request to accept or reject the assigned role.
- **Dependencies:**
 - i. Feature - F3.9: Notifications & Alerts should have been completed

US5.6.4: As a super admin, I want to be able to delete a club so that it is no longer accessible to any member and I can have the option to join or create another club.

- **Acceptance criteria:**
 - i. A super admin can only delete a club if:
 - 1. All members have been removed one by one.
 - 2. All ongoing tournaments are concluded. An upcoming tournament for which the fixtures are already generated is considered to be an ongoing tournament.
 - 3. The club has withdrawn from upcoming tournaments.
- **Assumption:**
 - i. The system prompts the super admin to confirm their deletion of the club.

Epic - E6: Tournament system and Competitive Play

This epic introduces structured tournaments within clubs, between clubs, and across the platform, ensuring a competitive and rewarding experience for players of all levels.

- **Dependencies:**
 - i. Feature - F2.3: Registration and Onboarding should have been completed.
 - ii. Epic - E5: Club management and Competitive play should have been completed.
 - iii. Feature - F3.9: Notifications & Alerts should have been completed.

This epic encompasses the following features:

1. Tournament Creation & Management

- a. Create a Tournament (Interclub, ClubMaster, Club Challenge)
- b. Manage Tournament Participants (Selection, Replacement, Invitations)
- c. Tournament Scheduling & Fixture Generation
- d. Tournament Viewing & Tracking
- e. Cancel or Withdraw from a Tournament (Before Fixture)

2. Interclub Tournaments (Club Admins)

- a. Create an Interclub Tournament (Public, Private by Points, Private by Invitation, Private by Credits)
- b. Join an Interclub Tournament (Eligibility Based on Club Points, Invites, Credits)
- c. Conduct an Interclub Tournament (Standings, Fixtures, Results)
- d. Conclude an Interclub Tournament (Winners, Archives)

3. ClubMaster Tournaments (Internal Club Competitions)

- a. Create a ClubMaster Tournament (Top 10 Players, Automatic Selection)
 - b. Manage ClubMaster Tournament Participants (Entry, Withdrawals, Substitutions)
 - c. Conduct a ClubMaster Tournament (Round-Robin Format, Points Table)
 - d. Conclude a ClubMaster Tournament (Crown the New ClubMaster)
- 4. Club Challenge Tournaments (Head-to-Head Matches)**
- a. Create a Club Challenge (Standard Challenge, Betting with Credits or Points)
 - b. Accept or Decline Club Challenges (Opponent Notifications)
 - c. Cancel a club challenge
 - d. Club Quitting a club challenge
 - e. Leaving a player from club challenge (notification)
 - f. Manage Club Challenge Participants (Player Selection, Substitutions)
 - g. Conduct a Club Challenge (Match Execution, Fair Pairings)
 - h. Conclude a Club Challenge (Declare Winners, Update Club Ranking)
- 5. League Tournament (System-Generated)**
- a. Create the Annual League Tournament (Top 10 Performing Clubs).
 - b. Manage League Participants (Clubs & Players).
 - c. League Fixture Scheduling (Round-Robin Format, Final Playoffs).
 - d. Conduct the League (Standings, Matches, Results).
 - e. Conclude the League (League Champion, Reward Distribution).
 - f. View Past League Seasons (Historical Records, Previous Champions).

Feature - F6.1: Tournament Creation & Management

User stories:

US6.1.1: As a club admin, I want to be able to create tournaments, so that my club can compete against other clubs to earn points, credits and recognition for my club.

- **Acceptance Criteria:**

- i. All tournaments must have a name, limited to 50 characters.
- ii. All tournaments must have a start date and start time.
- iii. The admin will need to spend 50 club credit points to create Inter-club tournaments.
- iv. All tournaments, except Clubmaster and League, require a minimum of 5 participating clubs, while a club challenge is conducted between 2 clubs.
- v. Non-league tournament dates cannot overlap with league tournament dates.
- vi. Non-league tournament start time must be 48 hrs prior to the league start time.
- vii. The start date for a non-league tournament must be between 3 to 7 days from the date of creation.
- viii. A club must have at least 5 members to create tournaments.
- ix. The tournament fixtures are created by the system.
 - 1. The duration of all non-league tournaments must not exceed 24 hours.
- x. Non-league tournaments can be set as either public or private.
- xi. Only one tournament can be created or joined at a time.
- xii. Clubs earn points while playing in tournaments.

US6.1.2: As a club admin, I want to be able to select players for a tournament, either automatically or manually during tournament creation and joining, so that I can choose the best representatives for my club for the tournament.

- **Acceptance criteria:**

- i. For automatic selection, the system must automatically select the top 5 members (except for the clubmaster tournament where the system selects the 10 members) within the club.
- ii. For manual selection, the admin can choose the members.
- iii. If the club has a Clubmaster, he is added to the list of players by default and cannot be removed by the system or by the admin.
- iv. By default, players are chosen automatically by the system.
- v. Selected players will be notified upon their selection for the tournament.
- vi. A club can successfully join a tournament after the admin has manually or automatically selected the players for the tournament. This ensures that all clubs have an initial set of players selected prior to the scheduling of tournament fixtures.

US6.1.3: As a club admin, I want to be able to replace players manually from my club who were selected for the tournament, so that I can ensure the best and available members represent my club.

- **Acceptance criteria:**

- i. The admin can only replace players before the tournament fixtures are scheduled.
- ii. The admin can replace the club master in a tournament, only if the clubmaster decides to quit.

- **Assumptions:**

- i. Both players and admins will receive a notification when a player replacement occurs.

US6.1.4: As a system user, I want to be able to create fixtures or schedule tournament matches, so that I can organize and ensure fair and balanced competitions between the clubs participating in the tournament as well as more importantly, I can conclude the tournament within 24 hrs.

○ **Acceptance criteria:**

- i. The system must ensure that the tournament is conducted in a round-robin format, where each participating club plays against every other club exactly once.
- ii. Except for the clubmaster tournament, each player pairing is considered a table and there will be 5 tables across which 2 clubs would be matched.
- iii. The highest-rated players from both clubs get paired on the first table, the next highest on the second table and so on, across five tables per round.
- iv. The tournament will have exactly five match tables for every pair of matched clubs in each round.
- v. The clubs earn points in tournaments based on the tables as follows:
 1. The first table carries 50 points for a win and 25 points each for a draw.
 2. The second table carries 40 points for a win and 20 points each for a draw.
 3. The third table carries 30 points for a win and 15 points each for a draw.
 4. The fourth table carries 20 points for a win and 10 points each for a draw.
 5. The fifth table carries 10 points for a win and 5 points each for a draw.
- vi. The fixtures for a set of paired clubs A and B are generated such that if table 1 has white for Club A, then B would get white for table 2 and vice versa. The first table color is determined randomly.
- vii. The system must schedule all matches at least 48 hours before the tournament start time.
- viii. The system must create the tournament fixture (except for league) such that it concludes within 24 hrs.

- ix. Once the fixture is published, clubs and players can't back out. If they do, a walkover would be awarded to the opponent.
- x. Fixture generation would be notified to all participating clubs and their members.

US6.1.5: As a club member selected for a tournament, I want to be able to play in the tournament, so that I can compete with other club members and contribute to my club's chances of winning the tournament title and rewards.

- **Acceptance Criteria:**

- i. A notification or reminder should be sent to the selected player at least 10 minutes before each tournament match commences.
- ii. When the match is about to start, the player should be automatically directed to the game view ensuring timely participation, given he is not playing another game.
- iii. If the player is playing some other game, he will need to either conclude the match to be able to play the tournament match.
- iv. Unlike regular matches where it's 2 min, the tournament matches allow players the entire duration of his clock to join or rejoin the match.
- v. Tournament matches cannot be aborted once started.
- vi. If both players don't join their table, due connection issues or some other reason, the match will be canceled and no points will be awarded for both players. The result will be recorded as "NR" or No Result.
- vii. Once the current match concludes, the next match fixture for each player will be displayed on their corresponding result screen along with the results of the current match.

- **Dependencies:**

- i. Epic - E1: Core Chess game play experience should have been completed.

US6.1.6: As a registered user, I want to be able to explore upcoming, ongoing, and completed tournaments, so that I can stay informed about the available tournaments, their schedules, progress, and results.

- **Acceptance criteria:**

- i. Tournaments must be categorized into Upcoming, Ongoing, and Completed sections for easy navigation.
- ii. Each tournament listing must display the tournament name, start date and start time and type.
- iii. The Upcoming section must display tournaments that have been scheduled but have not yet started. This means those upcoming tournaments for which the schedule has not yet been published will not be displayed in this section.
- iv. Users must be able to access completed tournament details at any time after the tournament has concluded.
- v. Users can filter and view specific completed tournaments by selecting a specific year from the filter section.
- vi. Users must be able to view tournaments associated with their club in a dedicated "My Club" section, including upcoming, ongoing, and completed tournaments.

- **Assumptions:**

- i. If a non-club member accesses the "My Club" section in the tournament page, they will see a message stating, "You are currently not a member of any club. Join an existing club or create your own, to participate in tournaments." along with options to join or create a club.

US6.1.7: As a club admin, I want to be able to cancel a tournament that I created, so that I can prevent unnecessary tournament continuation.

- **Acceptance criteria:**

- i. The admin can only cancel the tournament before the tournament fixtures are scheduled.

- ii. A tournament will be cancelled by the system if it doesn't attract minimum participants (clubs and their players) prior to 48hrs from the scheduled start time of the tournament.
- **Assumptions:**
 - i. The credits used to create the tournament will be refunded.

US6.1.8: As a club admin, I want to be able to withdraw my club from a tournament, so that I can manage my club's participation and ensure it aligns with our goals and availability.

- **Acceptance criteria:**
 - i. The admin can only withdraw the club from the tournament before the tournament fixtures are scheduled. Once the fixture is published, the club cannot withdraw.
- **Assumptions:**
 - i. If a club withdraws from the tournament, all club members will be notified of the withdrawal.
 - ii. When a club withdraws from the tournament, the available spots for new club entries will be updated accordingly.

US6.1.9: As a club member selected for a tournament, I want to be able to initiate the process of leaving the tournament, so that I can inform the club admin of my decision and allow them to manage my withdrawal appropriately.

- **Acceptance Criteria:**
 - i. Non-admin members cannot leave the tournament on their own, they can only initiate the leave process by notifying the club admin.
 - ii. Non-admin members can only withdraw from the tournament when the admin replaces them with another member.

- iii. Non-admin members will be notified once the admin has successfully replaced them in the tournament.
- iv. Once the fixture is published, a participating player cannot leave the tournament.
- v. If a player fails to show up for his scheduled tournament match, their game clock will run for the entire duration of the match and a win will be awarded to his opponent by way of “walkover”.
- vi. If a player gets disconnected, he will have the entire duration of his remaining clock time to rejoin the match. If he doesn’t, again a win will be awarded to his opponent by way of “timeout”.

Feature - F6.2: Interclub Tournaments (Club Admins)

User stories:

US6.2.1: As a club admin, I want to be able to create an Inter-club tournament so that my club and others can compete for points, credits, and the title, which will increase engagement and recognition for my club.

- **Acceptance Criteria:**

- i. A club must have exactly 50 credits to create an Inter-club tournament.
- ii. Participating clubs do not have to spend credits to join a tournament.
- iii. There can be a minimum of 3 and a maximum of 10 participating clubs for Inter-club Tournaments.
- iv. The club that creates a tournament becomes its first participant by default.
- v. While creating a tournament, the admin must select the participants from their club. They can either, allow the

system to automatically select players or manually choose the participants.

- vi. Only admins can invite other clubs to the tournament they create.
- vii. The members of the club creating the tournament would be notified upon its creation.

- **Assumptions:**

- i. At the start of each month, any club that has conducted at least one tournament in the previous month will receive 50 credits.

US6.2.2: As a club admin, I want to be able to create a public club tournament, so that any club can participate and compete to win the tournament rewards.

US6.2.3: As a club admin, I want to be able to create a private club tournament restricted by Club points, so that only clubs with enough points can participate and compete to win the tournament rewards.

- **Acceptance Criteria:**

- i. The admin must specify the tournament type as "Private by Club Points" and set the minimum club points required for eligibility (eg: maximum 600 club points).
 - ii. The clubs who are eligible can directly join the tournament, given there are vacant participation slots.

US6.2.4: As a club admin, I want to be able to create an invite-only private club tournament, so that only invited clubs can participate and compete for the tournament rewards.

- **Acceptance Criteria:**

- i. Only admins can invite other clubs to the tournament they create.
 - ii. Clubs that receive the invites will be able to see the invitation within the notification section and will either be able to accept or decline the invitation.

- iii. Upon accepting the invite, the participating club's admin will need to select the participating players in order to successfully join the tournament.

US6.2.5: As a club admin, I want to be able to create a private club tournament involving credits, so that I can conduct tournaments with premium clubs or clubs that have already won other tournaments.

- **Acceptance Criteria:**

- i. The admin must specify the tournament type as "Private by Credit Points" and set the minimum credit points required for eligibility.

US6.2.6: As a club admin, I want to be able to join an inter-club tournament, so that my club can participate and compete to win the tournament points, credits and tournament title.

- **Acceptance Criteria:**

- i. The club must join the tournament before the tournament fixtures are scheduled (fixtures are scheduled 48 hours before the tournament start)
- ii. Admin can choose whether the player selection is automatic or manual.
- iii. If admin selects manual player selection, the joining club must add the 5 participants from their members list.
- iv. If the admin selects automatic player selection, the system will automatically choose the top-rated 5 players (including the Clubmaster since he is the top ranked player irrespective of the rating) from the club.
- v. Admins can have their club join any public Inter-club tournament, given there are vacant slots for participation.
- vi. If an invited club tries to join a tournament after all the participation slots have been filled, they will be notified that they cannot join owing to no vacant participation slots.

- **Assumptions:**

- i. All club members will be notified when their club joins a tournament.

US6.2.7: As a club admin, I want to be able to join a public club tournament, so that my club can participate and compete for tournament rewards without any restrictions.

US6.2.8: As a club admin, I want to be able to join a private club tournament restricted by Club points, so that my club can compete with other clubs of similar points and strive to win the tournament rewards.

- **Acceptance Criteria:**

- i. The club must have the specified amount of club points to join the tournament.

US6.2.9: As a club admin, I want to be able to join a private, invite-only club tournament, so that my club can compete with invited clubs and win the tournament rewards.

- **Acceptance Criteria:**

- i. The inviting club can invite any number of clubs although the invited clubs will only be able to join the tournament based on the vacant participation slots.

US6.2.10: As a club admin, I want to be able to join a private tournament restricted by credit points, so that my club can participate in exclusive competitions and aim to win the tournament rewards.

- **Acceptance Criteria:**

- i. The eligible clubs will not be required to spend any credits upon joining the tournament as the tournament credit limit is simply a filter and not a fee.

US6.2.11: As a registered user, I want to be able to view upcoming inter-club tournaments, so that I can review the participating clubs,

standings, and match schedules to prepare and stay informed about the tournament.

US6.2.12: As a registered user, I want to be able to view the game, current standings and point table of an ongoing inter-club tournament, so that I can track the performance and progress of clubs and players.

- **Acceptance criteria:**

- i. An ongoing tournament will display the following details:
 - 1. Tournament details (name, conducting club, type, date and time)
 - 2. Tournament fixture
 - 3. Tournament Club standings (points table)
 - 4. Tournament Player stats (points table)
- ii. The tournament point table must be displayed only after the first round is completed, with points updated based on the results of that round.

US6.2.13: As a system user, I want to be able to conduct prefinals and finals for the inter-club tournament, so that the top-performing clubs have a fair chance to compete to win the tournament.

- **Acceptance Criteria:**

- i. After the round-robin stage, the top 3 clubs are identified based on their tournament rankings.
- ii. A prefinal match is conducted between the 2nd and 3rd ranked clubs to determine the finalist.
- iii. The winner of the prefinal match competes against the 1st ranked club in the final to determine the inter-club champion.
- iv. In case of a tie in any match, the winner is determined by pre-defined tie-breaking rules which is calculated in the highest to lowest priority as follows:
 - 1. Compare the numbers of wins in the first table, followed by the rest of the tables.

2. If that doesn't work, compare the number of wins as black in the first table, followed by the rest of the tables.
3. Compare the club points
4. If a tie still persists, the winner is decided randomly.

US6.2.14: As a registered user, I want to be able to view the matches, standings and point table of an inter-club tournament once it is completed so that I can see the final result and the champion club.

- **Acceptance Criteria:**

- i. The reward for winning inter-club tournaments would be credits. The total credit pool from which the rewards would be awarded is calculated as follows:
 1. Total participating clubs multiplied by 50
- ii. Credits will be distributed to the top 3 clubs based on their final positions:
 1. The 1st place club will receive 70% of the total credit pool.
 2. The 2nd place club will receive 25% of the total credit pool.
 3. The 3rd place club will receive 5% of the total credit pool.
- iii. The system must display the final point table and standings of a completed tournament after the tournament ends.
- iv. Club members must be able to access their club's completed tournaments at any time in the 'My Club' section after the tournament has concluded.
- v. Users can filter and view completed tournaments by selecting a specific year from the filter section.

- **Assumptions:**

- i. The system must clearly highlight the champion club in the final standings of the tournament.

Feature - F6.3: Clubmaster Tournaments (Internal Club Competitions)

User stories:

US6.3.1: As a club admin, I want to be able to create a Clubmaster tournament where members of my club can compete against each other, so that the winner can earn the prestigious and the most important Clubmaster title.

- **Acceptance Criteria:**

- i. The option to create a Clubmaster tournament will only be accessible three months after the date of the last Clubmaster tournament.
- ii. The club will need at least 5 members to conduct the clubmaster tournament. The maximum number of players in the tournament will be 10.
- iii. The tournament start date must be scheduled between 3 to 7 days from the date of creation.
- iv. The Clubmaster tournament will have a fixed duration of 24 hours.
- v. If the Clubmaster Tournament is not conducted after three months, the current ClubMaster will continue to hold the title until the next tournament.
- vi. Clubmaster tournament creation does not require credits.

- **Assumptions:**

- i. The current Clubmaster is automatically included in the upcoming clubmaster tournament as long as they are still a member of the club.
- ii. If the current clubmaster quits the club, there will be no other clubmaster until the club finds one via the clubmaster tournament.

US6.3.2: As a system user, I want to be able to select players for a Clubmaster tournament, so that the best players from the club can compete for the Clubmaster title.

- **Acceptance Criteria:**
 - i. Players are selected based on their player ratings.
 - ii. Only the top 5 to 10 players, based on the club member size, (including the current clubmaster if there is one) in the club are eligible to participate in the Clubmaster tournament.
- **Assumptions:**
 - i. Selected players will be notified about the tournament participation.
 - ii. If two players tie in rankings within the club, tie-breaking rules (such as head-to-head performance, wins with black or random selection) will be applied to determine the final list of players.

US6.3.3: As a system user, I want to be able to replace any selected players who quit the Clubmaster tournament, so that the tournament can continue with eligible top-ranked players competing for the Clubmaster title.

- **Acceptance criteria:**
 - i. If a player who was selected for the Clubmaster tournament quits, they will be replaced with the next highest-ranked player in the club.
 - ii. For clubs less than 10 players, there will be no replacement.
 - iii. And if the number of participants fall below 5 before the tournament fixture is generated, the tournament will be cancelled.

US6.3.4: As a registered user, I want to be able to view details of the upcoming Clubmaster Tournament, such as participating players, initial standings, and match schedules, so that I can follow the tournament effectively.

- **Acceptance criteria:**
 - i. Tournament match fixtures and standings will be available to club members 48 hours before the tournament begins.

- ii. The initial standings will display players' rankings based on their ratings or rank in the club at the start of the tournament.

US6.3.5: As a registered user, I want to be able to view the current match, standings and point table of an ongoing Clubmaster Tournament, so that I can track players' performance and progress effectively.

- **Acceptance criteria:**
 - i. The system automatically schedules matches in a round-robin format, ensuring each player competes with every other participant once.
 - ii. The system will also ensure random allocation of sides (white or black) so a single player may get white more than he will get black.
 - iii. The tournament point table will only be displayed after the first round of the tournament is completed, with points updated based on the results of that round.

US6.3.6: As a club member selected for the Clubmaster Tournament, I want to be able to participate in the tournament, so that I can compete with other selected players to become the Clubmaster

- **Acceptance criteria:**
 - i. A notification or reminder should be sent to the selected player at least 10 minutes before each tournament match commences.
 - ii. When the match is about to start, the player should be automatically directed to the game view ensuring timely participation, given he is not playing another game.
 - iii. If the player is playing some other game, he will need to either conclude the match to be able to play the tournament match.

- iv. Unlike regular matches where it's 2 min, the tournament matches allow players the entire duration of his clock to join or rejoin the match.
- v. Clubmaster Tournament matches cannot be aborted once started.
- vi. If both players don't join, due connection issues or some other reason, the match will be canceled and no points will be awarded for both players. The result will be recorded as "NR" or No Result
- vii. Once the current match concludes, the next match fixture for each player will be displayed on their corresponding result screen along with the results of the current match
- **Dependencies:**
 - i. Epic - E1: Core Chess game play experience should have been completed

US6.3.7: As a system user, I want to conduct prefinals and finals for the Clubmaster tournament, so that the top-performing players have a fair chance to compete to win the tournament

- **Acceptance Criteria:**
 - i. After the round-robin stage, the top 3 players are identified based on their tournament rankings.
 - ii. A prefinal match is conducted between the 2nd and 3rd ranked players to determine the finalist.
 - iii. The winner of the prefinal match competes against the 1st ranked players in the final to determine the clubmaster of the club.
- **Assumptions:**
 - i. In case of a tie in any match, the winner is determined by pre-defined tie-breaking rules (such as head-to-head performance, wins with black or random selection) mechanism decides the winner.

US6.3.8: As a registered user, I want to be able to view the matches, standings, and points table of a completed Club Master tournament, so that I can analyze the tournament results and understand how the current Clubmaster achieved their title.

- **Assumptions:**

- i. The final standings and point table of a completed tournament will be available when the tournament concludes.
- ii. The Clubmaster of the tournament will be clearly highlighted.
- iii. The winner of the tournament will earn the Clubmaster title, which will remain valid until the next tournament is conducted.
- iv. The player who wins the final at the end of the Clubmaster tournament will be declared the Clubmaster.
- v. If any of the matches in the decider games - this is the pre-final and final is drawn, the winner will be decided via preset rules in the given descending order of priority :
 - Head to head wins
 - Wins with black
 - Players rating
 - Random selection
- vi. Users can filter and view completed tournaments by selecting a specific year from the filter section.

Feature - F6.4:Club Challenge Tournaments (Head-to-Head Matches)

User stories:

US6.4.1: As a club admin, I want to be able to create a club challenge so that I can challenge another club and prove my club's superiority in the chess game play, and earn points.

- **Acceptance criteria:**

- The club challenge tournament has only 2 participating clubs - the club that issues the challenge and the club that accepts the challenge.
- The challenging club admin must provide the date and time for the club challenge.
- A club can also challenge another club for a bet, such as Club points or Credit points. The admin can enable these betting options as decided.
- The admin can either manually select players for the challenge or let the system select them automatically.
- The club challenge cannot be canceled before schedule

US6.4.2: As a club admin, I want to be able to challenge another club with a point stake bet challenge, so that the losing club's points are deducted, making the challenge more competitive.

- **Acceptance criteria:**

- Only clubs with points above 0 can participate in a point stake bet.
- The system sets a default point stake of 200, customizable up to a maximum of 600.
- The winning club gains only regular points. If the club loses, the point stake chosen will be deducted from the losing club's regular points.

- iv. Once a club point bet challenge is accepted, it cannot be canceled
- **Assumptions:**
 - i. The bet creation process will have a confirmation step to ensure the admin is aware of the agreed point stake.

US6.4.3: As a club admin, I want to be able to create a club challenge bet for credits, so that the club can earn credits through competitive matches.

- **Acceptance criteria:**
 - i. The system allows the admin to create a challenge bet with a default credit stake of 20, which can be customized up to 100 credits.
 - ii. If the club loses the challenge, the agreed credit amount (between 20 and 100 credits) is deducted from the losing club's balance.
 - iii. The winning club receives the agreed credit amount (between 20 and 100 credits) into their credit balance.
 - iv. Once a club credit bet challenge is accepted, it cannot be canceled
- **Assumptions:**
 - i. The bet creation process will have a confirmation step to ensure the admin is aware of the agreed credit stake

US6.4.4: As a club admin, I want to be able to receive club challenge requests from other club admins, so that I can review the request and decide whether to accept or decline it.

- **Acceptance criteria:**
 - i. Admin receives a notification with the challenging club's name, match details (date, time and required players), and bet information (if any).
 - ii. Admin can accept the challenge by adding players manually or automatically.
 - iii. The admin can reject the challenge, which notifies the challenging club admin of the rejection.

- iv. If the admin accepts the challenge, the opposing club's admin is notified, and the matches begin at the scheduled time.
- v. A club cannot accept a challenge if it is already part of a tournament.

US6.4.5: As a club admin, i want to able to receive credit bet challenge requests from other club admin, so that i can decide whether to accept or reject the request

- **Acceptance criteria:**
 - i. Only clubs with a minimum of 20 credits available can participate in this credit bet challenge.
 - ii. Once a club credit bet challenge is accepted, it cannot be canceled.

US6.4.6: As a club admin, i want to able to receive club points bet challenge requests from other club admin, so that i can decide whether to accept or reject the request

- **Acceptance criteria:**
 - i. For a club credit or point bet challenge, the admin can cancel a pending challenge only before it is accepted by the opponent club. For a normal club challenge, the admin can cancel it until the challenge schedules are published.

US6.4.7: As a club member, I want to be able to receive notifications about club challenges I'm selected for, so that I can decide whether or not to participate.

- **Acceptance criteria:**
 - i. Notification with details about the opposing club, match time, and betting information (if applicable).
- **Dependencies:**
 - i. Feature - F3.9: Notifications & Alerts should have been completed.

US6.4.8: As a club admin who has created a club challenge, I want to be able to view the status of pending challenge requests, so that I can track the progress of the challenge.

- **Acceptance criteria:**
 - i. If the opponent club has not responded, the request remains pending.
 - ii. The opponent club has 48 hours to respond to a challenge request. If no response is received within this time frame, the challenge will be automatically removed from the pending list

US6.4.9: As a club admin, I want to be able to cancel any pending club challenges that I created, so that I can withdraw the request if necessary.

- **Acceptance criteria:**
 - i. For a club credit or point bet challenge, the admin can cancel a pending challenge only before it is accepted by the opponent club. For a normal club challenge, the admin can cancel the challenge until the challenge schedule is published.

US6.4.10: As a club admin, I want to be able to withdraw my club from a club challenge before the match is scheduled, so that I can effectively manage my club's participation.

- **Acceptance Criteria:**
 - i. For a normal club challenge (not for bet), the admin can withdraw the club from the challenge anytime before the challenge schedule is published, after the challenge has been accepted.
 - ii. For a club credit or point bet challenge, once the admin accepts the challenge, the club cannot be withdrawn from the challenge.
- **Assumptions:**
 - i. The system will display a confirmation prompt when an admin attempts to withdraw a club from a challenge, to

ensure the withdrawal is intentional and to prevent accidental actions.

US6.4.11: As a club member, who is selected for a club challenge, I want to be able to leave the challenge, so that I can notify the club admin about my wish to withdraw from the challenge.

- **Acceptance criteria:**

- i. Selected players cannot quit the challenge directly. They can only notify the club admin about their withdrawal intention, allowing the admin to replace the player.
- ii. Once the match schedule is finalized, players will no longer be able to quit the challenge.

- **Assumptions:**

- i. It is assumed that upon selecting the quit option, the user will receive an alert with the confirmation message: "Do you want to quit?".

US6.4.12: As a club admin, I want to be notified whenever a player submits a quit request for a club challenge, so that I can decide whether to replace them or not.

- **Acceptance criteria:**

- i. The club admin can replace players in the challenge until the match schedule is published, which occurs 48 hours before the tournament starts. Once the schedule is published, no further player replacements can be made, regardless of whether it is a bet challenge or not.

- **Assumptions:**

- i. Admin should be able to view the player who wants to quit the tournament easily.

US6.4.13: As a club member, I want to be able to view the club challenge page, so that I can review the challenge details.

- **Acceptance criteria:**

- i. Club members can view their club and opponent club details, selected players, match schedules and results.

US6.4.14: As a system user, I want to be able to schedule club challenge matches so that I can organize fair and balanced competitions between clubs.

- **Acceptance criteria:**

- i. Club challenge matches are scheduled 48 hr before the challenge starts.
- ii. Each player pairing is considered a table and there will be 5 tables in a club challenge.
- iii. The highest-rated players from both clubs get paired on the first table, the next highest on the second table and so on, across five tables.
- iv. The club earn points in club challenge based on the tables as follows:
 - 1. The first table carries 50 points for a win and 25 points each for a draw.
 - 2. The second table carries 40 points for a win and 20 points each for a draw.
 - 3. The third table carries 30 points for a win and 15 points each for a draw.
 - 4. The fourth table carries 20 points for a win and 10 points each for a draw.
 - 5. The fifth table carries 10 points for a win and 5 points each for a draw.
- v. In a club challenge tournament between two clubs, the side assignment (white or black) for each table is determined as follows: if Club A is assigned white on table 1, then Club B will automatically be assigned white on table 2, and vice versa. The side assignment for the first table is determined randomly.

US6.4.15: As a club member selected for the challenge, I want to be able to play club matches at the tournament scheduled times so that I can help my club win the challenge.

- **Acceptance Criteria:**
 - i. A notification or reminder should be sent to the selected player at least 10 minutes before each tournament match commences.
 - ii. When the match is about to start, the player should be automatically directed to the game view ensuring timely participation, given he is not playing another game.
 - iii. If the player is playing some other game, he will need to either conclude the match to be able to play the tournament match.
 - iv. The tournament matches allow players the entire duration of his clock to join or rejoin the match.
 - v. club challenge matches cannot be aborted once started.
 - vi. If both players don't join their table, due connection issues or some other reason, the match will be canceled and no points will be awarded for both players. The result will be recorded as "NR" or No Result.
 - vii. Once the current match concludes, the next match fixture for each player will be displayed on their corresponding result screen along with the results of the current match.
- **Dependencies:**
 - i. Epic - E1: Core Chess game play experience should have been completed

US6.4.16: As a registered user, I want to be able to view the schedule of upcoming, live, and completed matches during the club challenge so that I can follow the progress of the club challenge.

- **Acceptance criteria:**
 - i. The club challenge schedule will include details such as date and time, participating clubs, and the status of the match (upcoming, live, completed)
 - ii. Users can watch the live matches.
 - iii. Users can watch replay of completed matches.

US6.4.17: As a club member, I want to be able to view the club challenge results, so that I can track my club's performance and see how we performed in comparison to the opposing club.

- **Acceptance criteria:**

- i. If the challenge has not yet started or is still in progress, the user will see a message indicating that the results are unavailable at this time.
- ii. Once the challenge is concluded, users can view the final outcome, including:
 - 1. The winning club of the challenge
 - 2. Individual match results for each table (e.g., win, loss, or draw)
 - 3. Total points earned by each club based on their performance across all tables

Feature - F6.5: League Tournament (System-Generated)

User stories:

US6.5.1: As a system user, I want to be able to create a Clubmaster Premier League (CPL) by selecting the top 10 highest-ranked clubs, so that the most competitive clubs can compete to determine the best club in ClubMaster.

- **Acceptance criteria:**

- i. The system creates the league once per year.
- ii. The league will be created at least one month before the league starts.

US6.5.2: As a system user, I want to be able to select the top 10 clubs for the league so that the League will be more competitive.

- **Acceptance criteria:**

- i. Clubs are selected based on their club points.

- ii. For the first league, the top 10 clubs are selected and for subsequent leagues, the champion club from the previous league is automatically included and the remaining top 9 clubs are selected.
- iii. On the day of the league matches, the system must restrict other tournaments from being conducted.
- **Assumptions:**
 - i. Notifications are delivered one month before the league starts for all selected clubs.
- **Dependencies:**
 - i. Feature - F3.7: Leaderboard & Rankings should have been completed.

US6.5.3: As a system user, I want to be able to select the top 5 players from each participating club in the league, so that I can ensure a league with fair competition.

- **Acceptance criteria:**
 - i. The system must automatically select the top 5 players from each club based on their current rating at the time of selection.
 - ii. The Clubmaster of each participating club is automatically included, regardless of their rating.
 - iii. The system must send notifications to all selected players, informing them of their inclusion in the league.

US6.5.4: As a club admin whose club is participating in the league, I want to be able to exclude my club from the league before the league schedule is published, so that I can manage my club's participation and ensure it aligns with our goals and availability.

- **Acceptance Criteria:**
 - i. The system prompts for confirmation before quitting.
 - ii. Once the league schedule has been created, the admin will no longer be able to quit the league.
- **Assumptions:**

- i. Notify all club members when the club quits the league.

US6.5.5: As a system user, I want to be able to replace any withdrawn clubs from the league with the next eligible clubs, so that I can ensure the league always has 10 participating clubs.

- **Acceptance criteria:**
 - i. Withdrawn clubs can be replaced before the league schedule is published.
 - ii. The league schedule gets published 2 weeks ahead of the league start date.
- **Assumption:**
 - i. Notify the newly selected club and players about their inclusion.

US6.5.6: As a club member who is selected for the league, I want to be able to quit the league, so that I can avoid participating in matches that I cannot attend.

- **Acceptance Criteria:**
 - i. Non-admin members cannot leave the league on their own, they can only initiate the leave process by notifying the club admin.
 - ii. Non-admin members can only withdraw from the league when the admin replaces them with another member.
 - iii. Non-admin members will be notified once the admin has successfully replaced them in the league.
 - iv. Once the fixture is published, a participating player cannot withdraw from the league.
- **Assumptions:**
 - i. The user will be notified when the admin replaces them with another player.

US6.5.7: As a club admin whose club is participating in the league, I want to be able to replace the players if needed, so that my club will be represented by the best possible players.

- **Acceptance Criteria:**

- i. Changing a player in the league can be done only before the league schedule gets published.
- ii. The Clubmaster cannot be replaced unless the clubmaster chooses to quit the league by himself, while regular club members can be replaced by the club admin.

US6.5.8: As a system user, I want to be able to schedule league matches so that I can create a well-organized and fair competition for all participating clubs.

- **Acceptance criteria:**

- i. Club matches are scheduled two weeks before the league starts.
- ii. Each club competes against every other club in a round-robin format, where each pair of clubs plays only once.
- iii. Each player pairing is considered a table and there will be 5 tables across which 2 clubs would be matched.
- iv. The highest-rated players from both clubs get paired on the first table, the next highest on the second table and so on, across five tables per round.
- v. The league will have exactly five match tables for every pair of matched clubs in each round.
- vi. The clubs earn points in league based on the tables as follows:
 - 1. The first table carries 50 points for a win and 25 points each for a draw.
 - 2. The second table carries 40 points for a win and 20 points each for a draw.
 - 3. The third table carries 30 points for a win and 15 points each for a draw.

4. The fourth table carries 20 points for a win and 10 points each for a draw.
5. The fifth table carries 10 points for a win and 5 points each for a draw.
- vii. The fixtures for a set of paired clubs A and B are generated such that if table 1 has white for Club A, then B would get white for table 2 and vice versa. The first table color is determined randomly.

US6.5.9: As a registered user, I want to be able to view the match schedule before the league starts, so that I can stay informed and follow the matches.

- **Acceptance criteria:**
 - i. Users can see a list of club pairings for each upcoming match.
 - ii. Each upcoming paired club match will display:
 1. Club names of both participating clubs.
 2. Profile images of both clubs.
 3. Scheduled date and time.
 - iii. Users can view the list of participating players from each club for a specific match.
 - iv. The schedule must be accessible at least two weeks before the league starts.

US6.5.10: As a system user, I want to conduct prefinals and finals for the league championship, so that the top-performing clubs have a fair chance to compete for the league title.

- **Acceptance Criteria:**
 - i. After the round-robin stage, the top 3 clubs are identified based on their rankings.
 - ii. A prefinal match is conducted between the 2nd and 3rd ranked clubs to determine the finalist.
 - iii. The winner of the prefinal match competes against the 1st ranked club in the final to determine the league champion.

- iv. In case of a tie in any match, the winner is determined by pre-defined tie-breaking rules which is calculated in the highest to lowest priority as follows:
 - 1. Compare the numbers of wins in the first table, followed by the rest of the tables.
 - 2. If that doesn't work, compare the number of wins as black in the first table, followed by the rest of the tables.
 - 3. Compare the club points
 - 4. If a tie still persists, the winner is decided randomly.

US6.5.11: As a registered user, I want to be able to view the standings on the league page before the league starts, so that I know who is competing in the league.

- **Acceptance criteria:**
 - i. Clubs and players will be displayed in descending order based on actual points and rating on the app.

US6.5.12: As a solo player, I want to be able to know that I am not a part of any club when I access the "My Club" section on the league page, so that I can understand the benefits of joining a club.

- **Acceptance Criteria:**
 - i. Provide clear options to join a club.

US6.5.13: As a club member whose club is not participating in the league, I want to be able to see information about my club's status in the league, so that I can understand my club is not active in the league.

- **Assumption:**
 - i. Show a message indicating that the club is not participating in the current league.

US6.5.14: As a club member whose club is participating in the league but who is not a player in the league, I want to be able to see my club's

participation details, so that I can stay informed about my club's progress and upcoming matches.

- **Acceptance Criteria:**

- i. Users can view a list of the top 5 players selected to represent their club in the league.
- ii. Display the league schedule for the club, including match dates, times, and opponents.

US6.5.15: As a registered user, I want to be able to view the current standings and point table of an ongoing league, so that I can track the performance and progress of clubs and players

- **Acceptance criteria:**

- i. The league point table must be displayed only after the first round is completed, with points based on the results of that round.

US6.5.16: As a registered user, I want to be able to view the schedule of upcoming, live, and completed matches during the league so that I can follow the progress of the league.

- **Acceptance criteria:**

- i. For each match, the schedule will include details such as the date, time, participating clubs, and the status of the match (upcoming, live, completed).
- ii. Users can watch the live matches.
- iii. Users can watch replay of completed matches.

- **Assumptions:**

- i. The completed matches are only visible till one week.

US6.5.17: As a club member who is selected for a League, I want to be able to play the League matches at my scheduled times, so that I can contribute to my club's success by participating in the League.

- **Acceptance Criteria:**

- i. League matches cannot be aborted once started.
- ii. A notification or reminder should be sent to the selected player at least 10 minutes before each league match commences.
- iii. When the match is about to start, the player should be automatically directed to the game view ensuring timely participation, given he is not playing another game.
- iv. If the player is playing some other game, he will need to either conclude the match to be able to play the tournament match
- v. If the opposing player does not join the match before it ends, the system automatically declares a walkover in favor of the club, and the opponent is considered the loser of the match.
- vi. If both players don't join their table, due connection issues or some other reason, the match will be canceled and no points will be awarded for both players. The result will be recorded as "NR" or No Result.
- vii. Once the current match concludes, the next match fixture for each player will be displayed on their corresponding result screen along with the results of the current match.
- **Dependencies:**
 - i. Epic - E1: Core Chess game play experience should have been completed

US6.5.18: As a registered user, I want to be able to view the final standings after the league ends, so that I can view the final rankings of clubs and players.

- **Acceptance criteria:**
 - i. The final standings are visible until one week after the league ends.
 - ii. Final standings are sorted based on the points gained in the league in descending order.
- **Assumptions:**

- i. A week after the league ends, there should be no view of the standings.

US6.5.19: As a registered user, I want to be able to view the point table of the league once it is finished, so that I can see the final result and the champion club.

- **Acceptance Criteria:**

- i. The point table should include details for both players and clubs, such as:
 1. Club Name/Player name
 2. Total matches played (M)
 3. Points accumulated (P)
 4. Total wins (W)
 5. Total losses (L)
 6. Total draws (D)
 7. Rating changes (Difference)

- **Assumptions:**

- i. In case of a tie in any match, the winner is determined by pre-defined tie-breaking rules which is calculated in the highest to lowest priority as follows:
 1. Compare the numbers of wins in the first table, followed by the rest of the tables.
 2. If that doesn't work, compare the number of wins as black in the first table, followed by the rest of the tables.
 3. Compare the club points
 4. If a tie still persists, the winner is decided randomly.
- ii. The winner podium visually highlights the top three clubs and players based on their league performances.
- iii. The final results remain available for one week after the league concludes.

US6.5.20: As a club admin whose club has won the league, I want to be able to receive rewards so that I can acknowledge the achievement and utilize the rewards to enhance the club's status.

- **Acceptance Criteria:**
 - i. The club will receive reward in the form of credits (1000)
 - ii. The winning club will be selected for the next league
 - iii. The (Clubmaster Premier League Champion) label is displayed prominently on my club's profile page.
- **Assumptions:**
 - i. The system notifies all the members of the winning club about their victory

US6.5.21: As a club admin whose club is the runner-up in the league, I want to be able to receive rewards so that I can recognize my club's efforts and motivate members to strive for victory in future leagues.

- **Acceptance Criteria:**
 - i. The runner-up club receives 500 credit points as a reward.

US6.5.22: As a Club Admin of a club that secured third place in the league, I want to be able to receive rewards for my club's achievement so that I can celebrate our success, recognize the contributions of club members, and inspire them to perform better in future leagues.

- **Acceptance Criteria:**
 - i. The club that finishes in third place in the league receives a reward of 250 credit points.

US6.5.23: As a registered user, I want to be able to view the history of past league seasons so that I can explore previous performances and learn more about the league's legacy

- **Acceptance Criteria:**
 - i. Users can watch replay of completed matches and results of each season.

- ii. Users can filter and view specific completed league by selecting a specific year from the filter section
- **Assumptions:**
 - i. The winners of the seasons will be highlighted.