

EPIC is too big to be completed in a single iteration, so it's split into smaller ones

As a player I want to be able to play a cryptogram (EPIC)

1. As a player I want to be able to **generate** a cryptogram so I can play it
2. As a player I want to be able to **enter** a letter so I can solve the cryptogram
3. As a player I want to be able to **undo** a letter so I can play the cryptogram
4. As a player I want to be able to **save** a cryptogram so I can play it at another time
5. As a player I want to be able to **load** a cryptogram so I can continue a game I was previously playing
6. As a player I want to be able to **show the solution** so I can see the answer to a cryptogram I can't solve
7. As a player I want to be able to **see the frequencies** of all the letters in the cryptogram so I can compare this with the frequencies of English letters
8. As a player I want to **store my player name** so the software can track my game play statistics
9. As a player I want the software to **track the number of cryptograms I have successfully completed**
10. As a player I want the software to **track the number of cryptograms I have played** so I can see how many games I've attempted
11. As a player I want the software to **track the number of correct guesses** I have made so I can see how accurate I am as a percentage of my total number of guesses
12. As a player I want to **load my details** so I can track my game play statistics
13. As a player I want to be able **to see the top 10 scores** for number of successfully completed cryptograms
14. As a player I want to be able to **get a hint for a letter**, so I can solve the cryptogram