CS207 Cryptograms Project - User Stories - Group 25 2026

Callum Charteris, Duncun Amundrund, Finlay Robb, Luke Wallace, Muhammad Saad Khan

User Stories 1 - Tracking progress

Stakeholder : player

- As a player, I want to be able to view my stats like puzzles completed so I can then compare to other players in a leaderboard format.
  - As a player I want my name saved so that my personal progress can be saved and accessed as well as stored in the leaderboard.
  - As a player, I want my incomplete sessions to be saved, so that when I return to particular quiz the state remains as it was.
  - As a player, I want to be able to come back to playing after a while and still have my stats still stored in the leaderboard, so I don't lose my progress everytime I stop playing.

Acceptance Test:

Scenario: Only one player logged on

- **Given** that there is only one user logged on when the program is running
- **When** the user completes their game
- **Then** the user is shown only their scores

Scenario: Multiple players have logged in

- **Given** that multiple users have logged on and completed a game
- **When** the user completed their game
- **Then** the user is shown their score along with scores from other players

Scenario: No previous games have been completed

- **Given** that no previous games have been completed
- **When** the user finishes their game
- **Then** the user is only shown the score from their game

Scenario: Previous games have been completed

- **Given** that previous games have been completed
- **When** the user finishes their game
- **Then** the user is shown their score, along with the top 10 scores from previous games

User Stories 2 - Gameplay

Stakeholder: Player

- As a player, I want options to help me if I get stuck so I can move on with the game.

  - As a player, I want to be able to receive a hint to solve one letter.
  - As a player, I want to be able to see the full solution for a current game if I feel I am fully stuck and can not make any more progress.
  - As a player, I want to be able to change my current puzzle if I want to try a different puzzle.

- As a player, when I correctly decipher a letter I would like the game to autofill all other instances of this letter in the message so I don't have to re-type the same letter multiple times.

- As a player, I want to check the frequency of letters appearing in the message, as this will help me to solve the puzzle.

- As player, I want to be able to access a menu of all the options while playing the games, so I can perfrom actions like exit, view solution, get hint, save, etc.

- As a player, I want to able to see which letters haven't been used, so its more obvious which letters I still have to correctly decode.

- As a player, I want an error message when I use a letter that has already been used, so that I don't accidently use the same letter over and over again.

- As a player, I would like to be able to choose if my cryptogram is letter to letter or number to letter so as I can play on the mode I prefer and am most comfortable with.

Acceptance Tests (2 per story)

Scenario: Player is Stuck (1)

- **Given** that the player has started a game and is stuck
- **When** the player asks for a hint
- **Then** the program should insert a helpful letter so the player can continue their progress at no penalty to their stats.

Scenario: Player is Stuck (2)

- **Given** that the player has started a game and is stuck
- **When** the player asks for the puzzle solution
- **Then** the solution of the puzzle is shown, the player can see the leaderboard, however this completion is not added to the stats for the player.

Scenario: Player is Stuck (3)

- **Given** that the player has started a game and is stuck
- **When** the player selects a new puzzle to be generated
- **Then** their current puzzle gets switched and progress restarted.

Scenario: Player Support

- **Given** the player is playing a puzzle
- **When** the player needs additional information
- **Then** they can see player help options like menu options, frequency of letters and letters to still be solved.

Scenario: Player Guess

- **Given** the player is playing a puzzle
- **When** the player correctly guesses a letter
- **Then** the letter auto completes for all other exisiting instances of the letter in the puzzle

Scenario: Invalid Player Guess

- **Given** the player is playing a puzzle
- **When** the player guesses a letter that has already been used
- **Then** the program gives an error message to the user and the letter is not inputted