

## Acceptance Test Criteria for each user story

- As a User, I want to be able to move a piece
  - When it is a user's turn, they can move a piece
- As a User, I want to be able to start a match
  - A user can invite another user to a game
  - A user can decline an invitation to a game
  - A game will start once two players accept an invitation
- As a User, I want to be able to move a piece to a legal spot on the board
  - A piece can capture another piece of a different color
  - A piece cannot move to same square as another piece of same color
  - A bishop can rebound once, off any wall
  - A rook can rebound once, off a corner
  - A king cannot move into check
- As a User, I want to be able to see the board associated with the game I am playing
  - A board should be present on the screen/page
  - The gameId should match the game I am playing
- As a User, I want to be able to register for an account
  - Inputs into the fields are required and valid.
  - Email should be validated
    - [email@email.com](#) ✓
    - email@email ✗
    - email.com ✗
  - UserID needs to be unique
    - Register new user named Joe ✓
    - Attempt to register another user named Joe ✗
- As a User, I want to be able to login to my account
  - Email entered is entered, and should be validated
  - Password entered is entered, corresponds with the correct email
  - I can go register a new user
- As a User, I want to be able to logout of my account
  - When logout out, it will bring me back to the login page
  - When back at the login page, they can't page back to the previous page with the same login info
- As a User, I want to be able to unregister of my account
  - When unregister button is click, it will bring me to the unregister page
    - When yes is click, it will unregister me, and bring me to the login page.
    - When no is click, it will bring me back to the home page.

- As a User, I want to be able to invite my friends to a match
  - Input into the invite field are required to send an invite.
  - If valid, when update is clicked, the screen will show the invite.
  - I can invite a player
- As a user, I want to be able to accept a new game invitation
  - When Accept is clicked, and after update is clicked, the invite will disappear, confirming the invitation is accepted.
  - I can accept a game invitation with the button
- As a user, I want to be able to reject a new game invitation.
  - When reject is clicked, and after update is clicked, the invite will disappear, confirming the invitation is rejected.
  - I can reject a game invitation with the button.
- As a user, I would like to know if an invitation I have sent has been rejected or accepted
  - There is an invite button on the home page, that takes you to the invite page
  - There is a Sent invite section
  - There is a Pending invite section
  - Both sections have a field id, player 1, player 2
  - The Pending invite section has a accept and reject button
- As a user, I want my past and current games to be displayed after logging in
  - There is a Game History button on the home page, that takes you to the Game History page
  - The page has a field, game id, player 1, player 2, winner, start and end time
- As a user, I want to know who won the game I just finished
  - After the game has ended, a the userID of the player is display
- As a user, I want to know when it is my turn to play
  - The game board will tell you who's turn it is
  - The game will only let you move your pieces when it is your turn.