

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