**WordWizard Game Detailed User Stories**

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**1. User Stories: Basic Game User/player Operations**

1. User Story, **SIGNUP**: User/player selects **signup** button –> **signup form** window opens –> user/player fills out signup form [First Name, Last Name, Nickname, Email, Password] –> user/player selects **submit** button –> form window closes, **main menu** displays.
2. User Story, **SIGN-IN**: User/player selects **sign-in** button –> **sign-in form** window opens –> user/player inputs [Username (Email), Password] –> form window closes –> **main menu** displays.
3. User Story, **SIGN-OUT**: User/player selects **sign out** button –> **yes sign out** affirmation button displays –> user/player selects **yes sign out** button –> **game closes**, desktop displays.
4. User Story, **MAIN MENU**: User/player selects from **menu buttons** [Play, Game Stats, High Scores, Account, Tutorial, Game Fx, Close Game] –> action window opens.
5. User Story, **RULES**: User/player selects **rules** button –> **game rules** window displays –> user/player selects **x-out** button –> game rules window closes, **main menu** displays.
6. User Story, **GAME STATISTICS**: User/player selects **game statistics** button –> user/player **game statistics** window displays –> user/player selects **x-out** button –> user/player game statistics window closes, **main menu** displays.
7. User Story, **HIGH SCORES**: User/player selects **high scores** button –> all players **high scores** window displays –> user/player selects **x-out** button –> all players high scores window closes, **main menu** displays.
8. User Story, **ACCOUNT**: User/player selects **account** button –> user/player **account** window displays –> user/player selects **x-out** button –> user/player account window closes, **main menu** displays.
9. User Story, **GAME FX**: User/player selects **game fx** button –> **game fx menu** window displays –> user/player selects **fx** radio button menu item [Sound, Vibration, Silent] –> fx selection displays **checked** –> user/player selects **x-out** button –> user/player game fx window closes, **main menu** displays.
10. User Story, **Close Game**: User/player selects **game** **x-out** button –> game closes, user/player remains signed in, **desktop** displays.

**2. User Stories: Gameplay Functions and Operations**

1. User Story **PLAY GAME**: User/player selects **play** button from main menu –> **game objective splash screen** displays –> user/player selects **continue** button –> **game grid results** (all plays) displays –> user/player selects **play grid** button –> game grid displays, game timer starts countdown.
2. User Story **NEW GRID**: User/player selects **play** button from main menu –> **game objective splash screen** displays –> user/player selects **continue** button –> **game grid results** (all plays) displays –> user/player selects **new grid** button –> new grid displays.
3. User Story **Build Words**: User/player selects letters from **letter grid** that form English words –> user/player selections appear in **word queue** above grid in the order selected –> user/player taps **completed word** –> correct English **words** display briefly above grid while **word score** is registered.
4. User Story **NEXT LEVEL**: As the user/player is making letter selections and the **grid timer** hits :02 (seconds counted down from one minute) **one random grid row** flashes, signaling the game will go to the **2nd level** –> at :00 the letters in the flashing row change to a **new random set** while user/player is still selecting letters and grid timer begins a **fresh countdown** from :60 –> user/player continues building words –> when the **level 2 grid timer** hits :02 **one random grid column** flashes, signaling the game will go to the **3rd level** –> at :00 the letters in the flashing column change to a new random set –> user/player continues building words until the game ends.
5. User Story **GAME OVER**: When **3rd level grid timer** reaches :00 the game is over and user/player can no longer make letter selections –> **animation** alerts the user/player that the time is up and game is over –> **game results** window displays **user/player category scores** [Total Score, Longest Word Score, Highest Scoring Word Score, Number of Words Found, Word Point Average] –> user/player selects **top scores** button –> **top results** window displays (top results from all plays of grid) –> user/player selects **menu** button –> **new game** window displays for player selection [Play Again, Leaderboard, Main Menu, Player Words, Top Scores, Grid X-out].

**3. User Stories: Data Operations and Views**

1. User Story **GAME STATISTICS**: User/player selects **game statistics** button from **main menu** –> **game statistics** window displays for viewing **account holder game-play statistics** for Current **Month**: [Grid Top Scores, Grid Most Words, Grid Longest Words, Grid Best Words, Grid Best Words Per Average]. For **All-Time**: [Best Ever Score, Highest Word Count, Longest Ever Word, Best Scoring Word, Best Ever Word Average] –> user/player selects **x-out** button –> **main menu** displays.
2. User Story **HIGH SCORES**: User/player selects **high scores** button from **main menu** –> **high scores table** displays for viewing high scores divided by month, previous day and current day. Table is **tabbed** to two categories, **Player Ranks** and **Leaderboard**.
3. User Story **LEADERBOARD**: Default tab for **high scores** displays as **leaderboard**. **Leaderboard tab** displays **daily scores** divided by categories [Total Score, Top Score, Word Length, Word Value, Word Count, Word Point Average] –> user/player selects **player ranks tab** –> **player ranks table** displays.
4. User Story **PLAYER RANKS**: Leaderboard tab displays **player rankings table** based on total score divided by categories [Current Month, Previous Month, All-Time]. User/player selects **next page** button to reveal paginated rankings (50 per page) –> user player selects **player nickname** from ranks table –> **selected player statistics** display.
5. User Story **PLAYER STATISTICS**: Selected player statistics display that **player’s** **current month game statistics** or tabbed to that **player’s all-time statistics**. User/player selects **current month** button –> displays **current month individual player grid wins** by categories [Number Games Played, Best Score, Longest Word, Best Word Value, Best Word Count, Best Word Point Average, Total Points] –> user/player selects **all-time button** –> **selected player all-time statistics** displays **all-time rank** and **all-time grid wins** in categories [Number Games Played, Best Score, Longest Word, Best Word Value, Best Word Count, Best Word Point Average, Total Points] and **all-time best category result** [Top Score, Longest Word, Word Points, Word Count, Word Point Average].
6. User Story **ACCOUNT**: User/player selects **account** button from **main menu** –> **user account** window displays. **User account data** is displayed by categories [User ID, Player Nickname, Email Address, Unique Account ID].

4. **User Stories:** **Game Rules**

1. User Story TUTORIAL: User/player selects tutorial button from main menu –> rules of game displays. Basic rules include:

i) Build words of at least three letters in length to score

ii) Select letters from any space on the grid

iii) Double-tap last letter selected to submit word

iv) Letter points are awarded on the following score per letter:

1 Point for: A, D, E, H, I, L, N, O, R, S, T, U

2 Points for: B, C, F, G, M, P, W, Y

3 Points for: K, Y

4 Points for: J, Q, Z, X

Length of word bonus: 1 Point is awarded for each extra letter above three letters in the length of the word

v) Game grids are timed for 60 seconds each. There are three grids for each game for a total of 3 minutes.

vi) The grid will randomly shuffle a row or column in the grid between levels