

Jonathan Levine: User Stories for Memory App

User Story #0: As a User, I want to see a Welcome Screen on which I can choose a difficulty level and start a game

User Story #1: As a User, I should be able to start a game on the selected difficulty by pressing the start button

User Story #2: As a player I want to see the difficulty level of the current game

User Story #3: As a player, I want to see how many moves I have made in the game

User Story #4: As a player, I want to see how many matches are left to be uncovered

User Story #5: As a player, I should be able to click on on a card and have it reveal the contents, and then click on another card and it reveal its contents, and then be told whether or not it is a match. This information should be in the form of green for correct or red for incorrect, and the information should go away after a few moments.

User Story #6: As a player I want to be able to see all of the matches that I have already made and their contents

User Story #7: As a player I should be able to press back at any point in time to go back to the main menu.

User Story #8: As a player I want to be notified when I win a game

User Story #9: As a player who just won game, I want to be returned to the main welcome screen.