

User Story	Priority	Acceptance Criteria	Tasks
As a user, I want to register a new account.	1	<p>Test registering with new username, nickname and password. (pass)</p> <p>Test registering with already registered username. (fail)</p> <p>Test registering with already registered nickname. (fail)</p> <p>Test registering with new username, nickname and existing password. (pass)</p> <p>(Potential testing platform for GUI: Selenium)</p>	<p>Code register screen.</p> <p>Write SQL query to add user's credentials to the Registered Users Table.</p> <p>Document new functionality in help system and user's guide.</p>
As a user, I want to be able to be able to login.	1	<p>Test with registered username and password. (pass)</p> <p>Test with unregistered username and password. (fail)</p> <p>Test with registered username and wrong password. (fail)</p>	<p>Create Login Page.</p> <p>Validate user credentials with what is registered in the database.</p> <p>Document new functionality in help systems and user's guide.</p>
As a user, I want to be able to unregister my account.	2	<p>Test after the delete is performed that the user is no longer in the database. (pass)</p>	<p>Create an unregister button.</p> <p>Delete the user for the database if enters the right credentials.</p> <p>Document new functionality in help system and user's guide.</p>
As a user, I want to be able to logout.	2	<p>Test the logout button will take you out to the login page. (pass)</p> <p>Test the game is saved to the database after logging out. (pass)</p>	<p>Create the logout button.</p> <p>Code the functionality of logout button that it will take the user out of the application and to the main page.</p> <p>Code a function to save the state of the game into the database.</p> <p>Document new functionality in</p>

			help system and user's guide.
As a user, I want to be able to play the Congo game	2	<p>Test the logic of every piece with valid moves. (pass)</p> <p>Test the logic of every piece with invalid moves. (fail)</p> <p>Test with invalid turns. (fail)</p> <p>Test player1 is the winner when player1 is the actual winner. (pass)</p> <p>Test player1 is the winner when player1 is not the actual winner. (fail)</p>	<p>Code the JPanel for game board.</p> <p>Collect the images for all the pieces.</p> <p>Initialize the GUI board with all the pieces.</p> <p>Code to get the indices of the board when a piece or square is clicked.</p> <p>Code the logic for all pieces.</p> <p>Code the multiplayer game logic.</p> <p>Connect the backend game logic with the GUI game board.</p> <p>Document new functionality in help systems and user's guide.</p>
As a user, I want to be able to quit any game at any time.	2	<p>Test that after quitting a game the one who quits is given a loss for that game in the database. (pass)</p> <p>Test that after quitting a game the one who didn't quit is given a win for that game in the database. (pass)</p> <p>Test that the game is still going after hitting the quit button. (fail)</p> <p>Test that the game appears in the history table for both the users. (pass)</p>	<p>Create a button that runs the quit functionality.</p> <p>Create functionality that prematurely ends the match, defaulting a loss for the user who leaves and a win for the other.</p> <p>Document new functionality in help system and user's guide.</p>
As a user, I want to be able to invite more than one or more players to the game.	2	<p>Test inviting zero players. (fail)</p> <p>Test inviting one player. (pass)</p> <p>Test inviting more than one player. (pass)</p>	<p>Code the invite button.</p> <p>Write a SQL query to get the list of all registered users.</p> <p>Display the users list as a</p>

		Test the invite is sent to the right user. (pass)	<p>checked list.</p> <p>Code to send the invitations to the selected users.</p> <p>Document new functionality in help system and user's guide.</p>
As a user, I want to be able to see the invites.	2	<p>Test that notifications are properly updated from the database when an invite is sent to another user. (pass)</p> <p>Test that the invite is displayed to the right user. (pass)</p>	<p>Code functionality that when an invite is sent it updates the notification bar to who it was sent to.</p> <p>Document new functionality in help system and user's guide.</p>
As a user, I want to be able to respond to the invites	2	<p>Test accepting the invitation. (pass)</p> <p>Test rejecting the invitation. (pass)</p>	<p>Code the accept invitation functionality.</p> <p>-Would be able to join the game if the user is the first to accept the invitation.</p> <p>Code the reject invitation functionality.</p> <p>Document new functionality in help system and user's guide.</p>
As a user, I would like to view my current games.	2	<p>Test user can see all the games the user is being part of. (pass)</p> <p>Test user playing 2 games sees 2 games in the existing games sidebar. (pass)</p> <p>Test user playing 1 game sees 2 games in the existing games sidebar. (fail)</p> <p>Test user playing 3 games sees 1 game in the existing games sidebar. (fail)</p>	<p>Code the existing games sidebar.</p> <p>Write a SQL query to get all the current games of the user.</p> <p>Display the current games in the existing games sidebar.</p> <p>Document new functionality in help system and user's guide.</p>
As a user, I want to be able to start the game when enough players are joined.	2	Test if a player can join a game after a game has started "First Come First Serve". (fail)	Code when accepting a game invite that the game should load with the two players and the

			<p>game should start.</p> <p>Document new functionality in help system and user's guide.</p>
As a user, I want to see my games history.	3	<p>Test history of the just registered user is empty. (pass)</p> <p>Test history of the user who played several games is empty. (fail)</p> <p>Test the number of games displayed in the history is the same as the number of games played by the user. (pass)</p>	<p>Code a history sidebar.</p> <p>Write a SQL query to get the previous games and their stats of the user.</p> <p>Display the previous games and their stats in the history sidebar.</p> <p>Document new functionality in help system and user's guide.</p>
As a user, I want to be able to be a part of multiple games at the same time.	3	<p>Test user playing 2 games has 2 games in the database. (pass)</p> <p>Test user playing 1 game has 2 games in the database. (fail)</p> <p>Test user playing 3 games has 1 game in the database. (fail)</p>	<p>Code that a user can switch in between multiple games.</p> <p>Code to load the state of the game from the database when the user opens the game.</p> <p>Code to save the state of the game to the database when the player switches to another game.</p> <p>Document new functionality in help system and user's guide.</p>
As a user, I want to be able to read the rules of the game.	3	<p>Test that the rules are present and readable from the user interface with selenium. (pass)</p>	<p>Create a rules page with a description of each piece and how it is able to move.</p>
As a user I want to be able to view my profile information.	3	<p>Test that the profile page is displaying the proper account information like username, email, password from the database. (pass)</p> <p>Test that the edit information button is properly updating the database with the right account. (pass)</p>	<p>Create a profile page that includes the username, email, biography, password, as well as an edit information button.</p>
Didn't Include Optional User Stories			

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