User Story	Priority	Acceptance Criteria	Tasks
As a user, I want to register a new account.	1	Test registering with new username, nickname and password. (pass) Test registering with already registered username. (fail) Test registering with already registered nickname. (fail) Test registering with new username, nickname and existing password. (pass) (Potential testing platform for GUI: Selenium)	Code register screen. Write SQL query to add user's credentials to the Registered Users Table. Send the confirmation mail to the user. Direct the user back to the login page. Document new functionality in help system and user's guide.
As a user, I want to be able to be able to login.	1	Test with registered username and password. (pass) Test with unregistered username and password. (fail) Test with registered username and wrong password. (fail)	Create Login Page. Validate user credentials with what is registered in the database. Document new functionality in help systems and user's guide.
As a user, I want to be able to play the Congo game	2	Test the logic of every piece with valid moves. (pass) Test the logic of every piece with invalid moves. (fail) Test with invalid turns. (fail) Test player1 is the winner when player1 is the actual winner. (pass) Test player1 is the winner when player1 is not the actual winner. (fail)	Code the JPanel for game board. Collect the images for all the pieces. Initialize the GUI board with all the pieces. Code to get the indices of the board when a piece or square is clicked. Code the logic for all pieces. Code the multiplayer game logic. Connect the backend game logic with the GUI game board.

			Document new functionality in help systems and user's guide.
As a user, I want to be able to unregister my account.	2	Test after the delete is performed that the user is no longer in the database. (pass)	Create an unregister page. Delete the user for the database if enters the right credentials.. Document new functionality in help system and user's guide.
As a user, I want to be able to logout.	2	Test the logout button will take you out to the login page. (pass) Test the game is saved to the database after logging out. (pass)	Create the logout button. Code the functionality of logout button that it will take the user out of the application and to the main page. Code a function to save the state of the game into the database. Document new functionality in help system and user's guide.
As a user, I want to be able to quit any game at any time.	2	Test that after quitting a game the one who quits is given a loss for that game in the database. (pass) Test that after quitting a game the one who didn't quit is given a win for that game in the database. (pass) Test that the game is still going after hitting the quit button. (fail) Test that the game appears in the history table for both the users. (pass)	Create a button that runs the quit functionality. Create functionality that prematurely ends the match, defaulting a loss for the user who leaves and a win for the other. Document new functionality in help system and user's guide.
As a user, I want to be able to invite more than one or more players to the game.	2	Test inviting zero players. (fail) Test inviting one player. (pass) Test inviting more than one player. (pass)	Code the invite button. Write a SQL query to get the list of all registered users. Display the users list as a

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

			game should start. Document new functionality in help system and user's guide.
As a user, I want to see my games history.	3	Test history of the just registered user is empty. (pass) Test history of the user who played several games is empty. (fail) Test the number of games displayed in the history is the same as the number of games played by the user. (pass)	Code a history sidebar. Write a SQL query to get the previous games and their stats of the user. Display the previous games and their stats in the history sidebar. Document new functionality in help system and user's guide.
As a user, I want to be able to be a part of multiple games at the same time.	3	Test user playing 2 games has 2 games in the database. (pass) Test user playing 1 game has 2 games in the database. (fail) Test user playing 3 games has 1 game in the database. (fail)	Code that a user can switch in between multiple games. Code to load the state of the game from the database when the user opens the game. Code to save the state of the game to the database when the player switches to another game. Document new functionality in help system and user's guide.
As a user, I want to be able to read the rules of the game.	3	Test that the rules are present and readable from the user interface with selenium. (pass)	Create a rules page with a description of each piece and how it is able to move.
As a user I want to be able to view my profile information.	3	Test that the profile page is displaying the proper account information like username, email, password from the database. (pass) Test that the edit information button is properly updating the database with the right account. (pass)	Create a profile page that includes the username, email, biography, password, as well as an edit information button.