**CJ-105** Test - Redacted SCRUM - 18: As a user, I want to be able to see a leaderboard so I can keep track of my high scores

**CJ-106** Test - Redacted SCRUM - 125: As a player, I want to be able to see my score in Tetris so that I have a high score to continue to beat.  
**CJ-107** Test - Redacted SCRUM-146: As a player, I would like to be able to see my score as I play Snake so I can see my performance in real time.  
**CJ-108** Test - Redacted SCRUM-120: As a user, I want to be able to see a game over screen with my score for Snake so I can see how I performed in the game session.  
**CJ-109** Test - Redacted SCRUM-145: As a player, I would like the snake game to play more slowly so that I can play more easily.  
**CJ-110** Test - Redacted SCRUM-119: As a user, I want the Pong end screen to display my score so that I can see how I performed at the end of the game.  
**CJ-111** Test - Redacted SCRUM-150: As a player, I would like to be able to record my high scores on the leaderboard, so that I can share my achievements with other players.  
  
**CJ-117** Assess the microservice situation and research how to connect the microservices.  
As a developer, I should be able to understand the situation of the microservices and know the steps to deploy them.

Acceptance criteria: Document the situation and some research on the steps to connect it to the product.

**CJ-100** Make sure fully able to see hover description. Looks like may get cut off.

User story : as a user, I want to see the description of the game clearly.

Acceptance criteria: Make sure the hover over is properly sized where no text is getting cut off

**CJ-96** Make sure every display of the game clearly has a game title

User story: As a user, I want to be able to tell the game at a glance in the list of games.

Acceptance criteria: add a title image to the small buttons that select the game

Location of thumbnail images:

BucStop/wwwroot/images

**CJ-55** Create a mitigation plan for when a developer is unavailable to work.

USER STORY: As a developer, I want to know what to do when I am unable to complete my assigned work.

ACCEPTANCE CRITERIA: A mitigation plan for when a developer is unavailable to complete work.

Design Idea: Working in small batches, pair programming, Document, follow coding standards so everyone is on the same page.

**CJ-56** Create a plan for rollback for when we need to rollback if something doesn't work as it should or a critical defect is detected

USER STORY: As a developer, I want to be able to roll back the solution should something disastrous happens with release

ACCEPTANCE CRITERIA: Create a plan to rollback our releases if something were to break during deployment or if a critical defect is detected.

Design idea: Rollback into Main, all changes remain in staging until we’re absolutely sure that they are working correctly and fully reviewed. Two main controllers for merging where every merge has to go through a main controller.

**CJ-57** Test - 1. Verifies that the solution has deployed into an environment correctly (in this case, the text stored in the microservice should be displayed in the appropriate tab under each game).  
  
**CJ-58 T**est - 2. Verify that the play count does not get erased or corrupted during the deployment into production (take note of the play count in the appropriate text file in production prior to deployment and then again after deployment to verify it did not change anything

**CJ-59** Test - 3. Verify that a rollback has occurred correctly after a deployment (be aware of a specific feature that was added in this deployment and verify it is no longer there after the rollback; and verify the play count was not modified during the rollback

**CJ-60** Test - 4. Review the list of PBIs implemented by the prior team and create test cases for some of the major ones

**CJ-77** Test - 4. Task Make list of noteworthy PBIs from Redacted's backlog list.  
  
**CJ-79** Test - 4. Make traceability matrix for test cases/ PBIs.