

1. As a sane person, I want buttons to click on so that I can have more control over the user interface.
2. As a gamer, I want a GUI with multiple sections so that I can interact with the interface more effectively.
3. As a competitive player, I want to receive visually exciting rewards, such as titles and flair, upon completing puzzles so that I can feel a sense of achievement and be motivated to tackle more challenges.
4. As a person with dementia, I want to be able to view my previously completed puzzles so that I am able to view my previously completed puzzles.
5. As a Professional Star Battle grandmaster, I want to have a program that is lightweight and optimized for various devices, including laptops so that I can practice efficiently without technical interruptions between my professional matches.
6. As a pro gamer, I want a prominently displayed, real-time updated ranking system within the game interface so that I can easily track, share, and celebrate my gaming milestones and achievements with others.
7. As a player, I want to receive immediate and clear feedback through visual indicators such as changing the star to red whenever I place a star in an invalid position so that I can quickly understand and correct my mistake.
8. As a player, I want to be notified when the game has been beaten as soon as I finish a puzzle, so that I know I beat the game and am not missing anything.
9. As a player, I want the application to start with the first puzzle without requiring login or registration so that I can engage with the content immediately and without any barriers.
10. As someone who often (and sometimes intentionally) spills water on my computers, I want the puzzles I have completed to be stored on the server so that when I have to “buy” a “new” computer, my progress will not be lost.