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| User Stories |  |

# Format

A user story must be created for every functional and non-functional requirement. This is very tedious but allows us to find and determine if a function is necessary or can be removed from the project.

To do this we want to follow this pattern of user story “As a [**stakeholder**], I want to [**function**] so that I can perform [**action**]”. This format does not need to follow the example; however, it is important to list the stakeholder, function, and action clearly in the story as these are the most important details.

When numbering a user story, we want to follow a specific numbering sequence: “U-E1”. The U is for User Story while E stands for the type of stakeholder. The type of stakeholders include:

* E: End user
* A: Admin
* N: Non-Functional Requirements

## End User

These are stories for people who are registered to the site.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Story ID | User Story | User Acceptance Criteria | Approved | Priority | Documentation | Unit Tests | User Acceptance Test | Status |
| U-E001 | As an **End User**, I want to **register** so I can **sign up** for tournaments. |  | Yes | High |  |  |  |  |
| U-E002 | As an **End User**,I want to **login** so I can **participate** in games. |  | Yes | High |  |  |  |  |
| U-E003 | As an **End User**, I want to **reset** my password if I **forget my password.** |  | Yes | High |  |  |  |  |
| U-E004 | As an **End User**, I want to **view personal details** so I can **change** them when necessary. |  | Yes | High |  |  |  |  |
| U-E005 | As an **End User**, I want **to view my history** of matches so I can analyze my games. |  | Yes | Med |  |  |  |  |
| U-E006 | As an **End User**, I want to **log out of the system** securely, so that my account stays protected and not accessible to unauthorized users. |  | Yes | High |  |  |  |  |
| U-E007 | As an **End User**, I want to **change the email** of my account so that I can keep my account information up to date. |  | Yes | Low |  |  |  |  |
| U-E008 | As an **End User**, I want to be able **to change my password while logged in**, so that I can keep my account secure and protect my personal information. |  | Yes | Med |  |  |  |  |
| U-E009 | As an **End User**, I want to be able to **change my profile picture**, so that I can personalize my account and keep my identity updated. |  | Yes | Low |  |  |  |  |
| U-E010 | As an **End User**, I want to **modify my account settings,** so that I can change my data and my account according to my preferences. |  | Yes | Med |  |  |  |  |
| U-E011 | As an **End User**, I want to access **detailed information** about the tournament, so I can understand the relevant details before deciding to join the tournament. |  | Yes | Med |  |  |  |  |
| U-E012 | As an **End User**, I want to **spectate ongoing games**, so I can observe gameplay and learn strategies. |  | Yes | High |  |  |  |  |
| U-E013 | As an **End User**, I want to access information about **later scheduled** tournaments, so I can participate and prepare for it. |  | Yes | Low |  |  |  |  |
| U-E014 | As an **End** **User**, I want to access information about **previous tournaments**, so I can review past tournament results. |  | Yes | Low |  |  |  |  |
| U-E015 | As an **End** **User**, I want to **view the tournament bracket**, so I can track the progress and visualize the match ups in the tournament. |  | Yes | High |  |  |  |  |
| U-E016 | As an **End User**, I want to **select an available tournament,** so I can register and participate in the tournament of my choice. |  | Yes | High |  |  |  |  |
| U-E017 | As an **End User** who is interested in a specific format, I want **to filter** to show only tournaments with the specific format. |  | Yes | Low |  |  |  |  |
| U-E018 | As an **End User**, I want to filter the list of **tournaments by date**, so I can easily find and select tournaments that fit my schedule. |  | Yes | High |  |  |  |  |
| U-E019 | As an **End User**, I want to search for **tournaments by name**, so I can quickly locate and join specific tournaments that I know of. |  | Yes | Low |  |  |  |  |
| U-E020 | As an **End User**, I want to see the **upcoming tournaments** on the home page of the website, so I can quickly discover and plan for them. |  | Yes | High |  |  |  |  |
| U-E021 | As an **End User**, I want to view **ongoing tournaments** on the home page of the website, so I can quickly spectate the tournament matches. |  | Yes | High |  |  |  |  |
| U-E022 | As an **End User** who is new to the website, I want to **learn more** about the tournaments, so I can understand how to navigate through the website better. |  | Yes | Low |  |  |  |  |
| U-E023 | As an **End User** that is interested in the competitive site of quantum chess, I want to see a **leaderboard** of the top players on the home page, so I can track the performance of the top players and analyze their games. |  | Yes | High |  |  |  |  |
| U-E024 | As an **End User,** I want to have an option to **view more** players on a separate page, so I can get detailed information about people, their ranking, and performance. |  | Yes | Med |  |  |  |  |
| U-E025 | As an **End User** who is logged in, I want to view a list of my **upcoming matches** on the home page, so that I can quickly plan for them in my schedule. |  | Yes | Med |  |  |  |  |
| U-E026 | As an **End User** who is logged in, I want to see my **own match history** on the profile page, so I can quickly further review the details of my recent games. |  | Yes | High |  |  |  |  |
| U-E027 | As an **End User** who is navigating, I want to have a “**Home**” option in the navbar, so I can easily return to the main page of the website from every other page. |  | Yes | High |  |  |  |  |
| U-E028 | As an **End User** who is interested in joining a tournament, I want to have a “**Search**” option in the navbar, so I can easily access a list of tournaments available to join. |  | Yes | Low |  |  |  |  |
| U-E029 | As an **End User** who is not currently logged into the website, I want to have a “**Login**” option in the navbar, so I can sign in with my own account. |  | Yes | High |  |  |  |  |
| U-E030 | As an **End User** who want to change their profile name, I want to easily access the **profile** managing in the navbar, so I can easily update my profile information. |  | Yes |  |  |  |  |  |
| U-E031 | As an **End User**,I want to make **moves** during the game so I can strategically position my pieces and make progress towards winning the game. |  | Yes |  |  |  |  |  |
| U-E032 | As an **End User**,I want to **communicate** with my opponentso I can express my politeness when my opponent makes a great move. |  | yes |  |  |  |  |  |
| U-E033 | As an **End User**, I want to easily access relevant information about the tournament, so I can stay informed about match schedule, possible upcoming opponents, and standings. |  | Yes |  |  |  |  |  |
| U-E034 | As an **End User**, I want to start a new game, so I can test my skills against other players and compete for potential prizes. |  | Yes |  |  |  |  |  |
| U-E035\* | As an **End User,** I want to enable Push Notification to my email whenever A tournament has started. |  | Yes | Low |  |  |  |  |
| U-E036\* | As an **End User,** I want to view other players’ history, so that I can study their moves. |  | Yes | Med |  |  |  |  |
| U-E037 | As an End User, I want to challenge a user for a game, so that I try to climb higher in the leaderboards |  | Yes | High |  |  |  |  |
| U-E038 | As an End User, I want to accept a challenge, so that I can continue playing in the tournament |  | Yes | High |  |  |  |  |

\* - Potential feature (nice to have); May not be implemented.

## Admin

These are stories related to administration.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Story ID | User Story | User Acceptance Criteria | Approved | Priority | Status |
| U-A001 | As an **Admin,** I want to **create a tournament,** so that players can play games and compete. |  | Yes |  |  |
| U-A002 | As an **Admin,** I want to **edit a tournament,** so that if something needs to be changed when a mistake was made, or details are changed that is possible. |  | Yes |  |  |
| U-A003 | As an **Admin,** I want to **view a tournament,** to know what is going on and have an overview. |  | Yes |  |  |
| U-A004 | As an **Admin,** I want to **view all tournaments,** so I can have an overview of all past, present, and future tournaments |  | Yes |  |  |
| U-A005 | As an **Admin,** I want to **delete a tournament,** when there is no interaction with the tournament, or it was cancelled. |  | Yes |  |  |
| U-A006 | As an **Admin,** I want to **view all users,** so I have an overview of all the users of the game. |  | Yes |  |  |
| U-A007 | As an **Admin,** I want to **view a user,** so I know what users my application has and who the user is. |  | Yes |  |  |
| U-A008 | As an **Admin,** I want to **accept a user,** when a user applies to be part of the tournaments, I want to check them and accept if I know them. |  | Yes |  |  |
| U-A009 | As an **Admin,** I want to **add a user,** to extend the number of users of the game. |  | Yes |  |  |
| U-A010 | As an **Admin,** I want to **edit a user,** to help them change their details. |  | Yes |  |  |
| U-A011 | As an **Admin,** I want to **edit activity on a user,** when a user acted inappropriately or is no longer playing, I want to be able to put their account on inactive. |  | Yes |  |  |
| U-A012 | As an **Admin,** I want to **oversee complaints/reports,** so I can improve the game and make it fun for everyone. |  | Yes |  |  |
| U-A013 | As an **Admin,** I want to **make announcements,** for example for awards/prizes or to inform the players of important details. |  | Yes |  |  |
| U-A014 | As an **Admin**, I want to have a o overview page when I log in so that I can quickly navigate through the application |  |  |  |  |

## Non-Functional Requirements

These are stories for all the non-functional requirements. These focus mostly on documents. Think about what the client wants in the sense of why you did certain things.

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| --- | --- | --- | --- |
| Story ID | User Story | Approved | Prioritize |
| U-N001 | As a **stakeholder**, I want to get a **visual prototype of the application** so that I may **have a better overview** of how the system will look like. | Yes |  |
| U-N002 | As a **stakeholder**, I want to have a **project plan** to clearly outline how the **work of the product** is going to be done so that I have clarity throughout the development process. | Yes |  |
| U-N003 | As the **system**, I want to provide **security**, so that the end user’s data does not get **misused**. | Yes |  |
| U-N004 | As a **stakeholder**, I want to use tools that have life-long support, so that the application will be secure overtime. | Yes |  |
| U-N005 | As a **stakeholder**, I want to have clear ground of **coding guidelines** within the team, so that there is consistency which increases maintainability. | Yes |  |
| U-N006 | As an **End User,** I want quick response time, to have a smooth experience. | Yes |  |
| U-N007 | As a **developer,** I want to have **wireframes**, so the stakeholder knows what to expect and the design stays the same even with multiple front-end developers. | Yes |  |
| U-N008 | As a **developer,** I want to have a **C4 diagram,** so that I know what the infrastructure is going to be, and my team has the same expectation. | Yes |  |
| U-N009 | As a **developer,** I want to have a **UML diagram**, so that when we work with multiple back-end developers we all know what the infrastructure is going to be. | Yes |  |
| U-N010 | As a **developer,** I want to have a **database design,** so that it helps me, and the team get a better overview of what I need to create. | Yes |  |
| U-N011 | As a **developer,** I want to have **user stories,** so we know what we need to do for the project and can have a clear overview. | Yes |  |
| U-N012 | As a **developer**, I want a single-entry point that redirects to the needed service, so that the application will be open for extend. |  |  |
| U-N013 | As a **stakeholder**, I want to have a clear overview of the important aspects of the application, so that there is guidance in on the important aspects. |  |  |
| U-N014 | As a **stakeholder**, I want to have **Security Design Report**, so that the developers are aware of the vulnerabilities that needs to be prevented. |  |  |
| U-N015 | As a stakeholder, I want to have a document detailing the cost of different environments, so that there is decisiveness in choosing the right one. |  |  |
| U-N016 | As a stakeholder, I want to have knowledge around law to work with data, so that the website will operate on legal terms. |  |  |
| U-N017 | As a stakeholder, I want to know what can be deployed on the cloud, so that the application will be more flexible. |  |  |
| U-N018 | As a stakeholder, I want to know how the application will be user friendly, so that users can easily navigate through the application |  |  |
| U-N019 | As a **stakeholder**, I want to test the application when a new release has been made, to know if the application flow is correct. |  |  |
| U-N020 | As a **stakeholder**, I want to have a hand-over document, so that new developers can quickly continue the project |  |  |
| U-N021 | As a **stakeholder**, I want to have a completely working solution of the functions that are agreed upon, so that the next developers have a clear view on what is happening in the app. |  |  |

Test plan,