

Identificador (ID) de la Història	Enunciat de la Història				Criteris d'acceptació			
	Rol	Característica / Funcionalitat	Raó / Resultat	Nombre (#) d'Escena ri	Criteri d'acceptació (Títol)	Context (Given)	Esdeveniment (When)	Comportament esperat (Then)
US001	As a user	I need to create an account (with a username, mail and password)	To have a personal account	1	Introducing username is mandatory	a user at the sign up window	When the user clicks continue but the username field is not completed	An error message appears indicating that the username field is not completed
				2	Introducing username is at least 6 characters and at most 4096	a user at the sign up window	When the user clicks continue but the username field is not correct	An error message appears indicating that the username field is not correct
				3	Introducing email is mandatory	a user at the sign up window	When the user clicks continue but the email field is not completed	An error message appears indicating that the email field is not completed
				4	Introducing password is mandatory	a user at the sign up window	When the user clicks continue but the password field is not completed	An error message appears indicating that the password field is not completed
				5	Introducing email is unique	a user at the sign up window	When the clicks continue with an email that is already in use	An error message appears indicating that an account with this email already exist
				6	Introducing password is at least 6 characters, with at least 1 uppercase and 1 lowercase	a user at the sign up window	When the user clicks continue with a password that doesn't fit all the criteria	An error message appears indicating that the password field is not correct
				7	All the fields are correct	a user at the sign up window	When the user clicks continue and the username, mail and password are correct	A success message appears, the account is created and the user is logged in
US002	As a logged out user	I need to log in to my account	To access my account	1	Introducing password is mandatory	a user at the sign up window	When the user clicks continue but the password field is not completed	An error message appears indicating that the password field is not completed
				2	Introducing email is mandatory	a user at the sign up window	When the user clicks continue but the email field is not completed	An error message appears indicating that the email field is not completed
				3	Password must be correct	a user at the sign up window	When the user clicks continue but the password field is incorrect	An error message appears indicating that the password field is incorrect
				4	Email must be correct	a user at the sign up window	When the user clicks continue but the email field is incorrect	An error message appears indicating that the email field is incorrect
				5	Both password and email are correct	a user at the sign up window	When the user clicks continue and both the email and the password are correct	A success message appears and the user is logged in
US003	As a logged in user	I need to log out from my account	To access another account or to access as a guest	1	Clicking log out button returns to a guest user	a user at the profile info window	clicking log out button	user becomes a guest user and it's account info is saved
US004	As a logged in user	I need to change my username	To modify how people see my profile	1	Modify profile username	A logged-in user is in their account settings	The user updates the username field and confirms	The new username is saved and shown on the user profile
US005	As a logged in user	I need to change my password	To access my account in an easier way or to recover my password	1	Link is pressed out of accepted time	A user is in their account settings	The user enters clicks reset password, and goes to the email, but the link is expired	A page saying that the link has expired or that it has already been used is shown
				2	Link is pressed for a second time	A user is in their email	The user enters clicks the link sent in the email for the second time	A page saying that the link has expired or that it has already been used is shown
				3	Link is pressed for the first time, and in the accepted time	A user is in their email	The user enters clicks the link sent in the email	A page with the information to change the password is shown
				4	New password is does not follow the accepted structure	A user in the change password page	The user tries to change the password without following the need structure	An error message appears indicating that the password field is incorrect and a an explanation of the criteria that it must follow
				5	New password is correct	A user in the change password page	The user tries to change the password with a correct one	A success message appears, the password is changed, and the user is logged in

US006	As a logged in user	I need to send friend request	To send a request to be friend with a user	1	The friend's code must exist	A logged-in user is viewing another user's profile	The user clicks the "Send Friend Request" but has a wrong code	The page shows an error message saying that the friend's code doesn't exist
				2	The friend's code is correct	A logged-in user is viewing another user's profile	The user clicks the "Send Friend Request" with a correct code	A success message appears and the friend receive a friend request
US007	As a logged in user	I need to accept a friend request	To add a friend	1	Approve incoming friend request	A logged-in user has received a friend request	The user selects to accept the friend request	The sender is added to the user's friend list
US008	As a logged in user	I need to reject a friend request	To not add a user as a friend	1	Decline a friend request	A logged-in user has received a friend request	The user selects to reject the friend request	The request is removed and no friendship is established
US009	As a user	I need to choose the difficulty	To change how challenging the game is	1	Choose difficulty level to begin a game	A user is on the game start screen	The user selects a difficulty	The difficulty for the following game is changed
US010	As a user	I need to create a new game	To start a new game	1	Start a new game immediately	A user is on the game start screen	The user clicks "Start Game" button	A game field is created
US011	As a user	I need to do actions in a game (flag and selection)	To be able to play the game	1	Interact with the game board	A user is in an active game	The user selects a cell	The board updates based on the action and game rules
				2	Interact with the game board	A user is in an active game	The user flags a cell	The board updates based on the action and game rules
US012	As a logged in user	I need the game to be saved automatically	To be able to continue playing any time	1	Automatically save game	A user is in an active game	The user selects a cell	The game is automatically saved
				1	Automatically save game	A user is in an active game	The user flags a cell	The game is automatically saved
US013	As a user	I need to surrender a game	To mark a game as lost without the need of ending it	1	End the game voluntarily	A user is in the middle of a game	The user clicks the surrender button	The game ends and is marked as a loss
US014	As a user	I need to restart	To start a new game without saving the actual game	1	Start a new game immediately	A user is playing a game	The user clicks the restart button	The current game is discarded and a new game begins immediately
US015	As a logged in user	I need to pause and resume a game	To stop playing a game that I want to continue later and continue said game	1	Continue a previously paused game	A user has at least one paused game	Selects paused game and continues it	The game loads from the point it was paused
				2	Pause a active game	A user playing a game	Selects pause button	The game is paused and the time stops counting
US016	As a logged in user	I need to continue a game that was saved	To keep playing a game that was saved earlier	1	Continue an unfinished game	A logged-in user accesses their profile or history section	The user selects the continue option of game from their match history option	The game loads from the point it was last saved
US017	As a user	I need the game to uncover adjacent tiles to a completed one	To ease make the game faster	1	Uncover adjacent tiles	A user is playing a game	The user clicks on a tile which already has all its adjacent bombs flagged	The game uncovers the adjacent tiles that are not uncovered
US018	As a logged in user	I need to see my match history	To see what games I've played and the results I've got	1	See previously played games	A logged-in user accesses their profile or history section	The user selects the match history option	A list of previously played games is displayed with results
				2	There are no played games from the user	A logged-in user accesses their profile or history section	The user selects the match history option	A message explaining that a game must be played in order to see the match history is shown

US019	As a logged in user	I need to delete games from my match history	To not store results from previous games and to delete paused games	1	Remove one game from match history	A logged-in user is viewing their match history	The user chooses to delete a specific game	The selected game is permanently removed from the history list
				1	Remove all the games from match history	A logged-in user is viewing their match history	The user chooses to delete all the games in their history	All the games from the user are permanently removed from the history list
US020	As a logged in user	I need to see all the actions done in a game played	To see what I did in a played game	1	Replay a game's actions step-by-step	A logged-in user is viewing a game from match history	The user opens the game replay feature	The system shows all the actions made in that game in sequential order
US023	As a logged in user	I need to continue a played game from any point of it	To repeat my game with a different strategy	1	Resume a completed game from any move	A logged-in user is viewing a completed game	The user selects a move to continue from	A new game is started from that point, allowing new moves to be made with a different strategy
US024	As a logged in user	I need to see all the mines in a played game	To see where I did a mistake and where I should've played	1	Reveal all mines after game ends	A logged-in user is reviewing a completed or lost game	The user selects the option to reveal mines	All mine locations are displayed on the board, and the continue from this point button is disabled
US027	As a logged in user	I need to see the average time to solve per game	To see how fast I do in my games	1	Show average solving time	A logged-in user accesses their gameplay statistics	The user selects the average time section	The system shows a graph or data indicating average time spent per completed game
US028	As a logged in user	I need to see my win ratio	To see how am I doing in my games	1	Show win/loss statistics	A logged-in user accesses the statistics or profile page	The user selects the win ratio or performance tab	The system displays the total games won vs. lost and calculates the win ratio