**User Story Format:**

As a <type of user>

I <want/need/can> <goal>

so that <reason>

**Planning Poker: (Story points range 1, 2, 4, 8, 16, break)**

9. The suite of games should use standard interfaces and protocols for communication between different components, such as game engines, user interfaces, and databases. This can make it easier to swap out components or to integrate with third-party tools.

**- As a user, I want the SOG’s to use standard interfaces and protocols, so that I can communicate between different components. (2)**

**- As a user, I want to communicate between different components, such as game engines, user interfaces, and databases, so that it is easier to swap out components or to integrate with third-party tools. (4)**

10. The suite of games should use a version control system to manage changes to the codebase and to facilitate collaboration among developers. This can help to keep track of changes and make it easier to roll back changes if needed.

**- As a user, I want the SOG’s to use version control system to manage changes to the codebase and to facilitate collaboration among developers, so that it is easier to keep track of changes and make it easier to roll back changes. (1)**

11. Your program should plan for the introduction of a database, by using the bridge pattern – creating a database manager that communicates with a database implementation interface that has potentially numerous concrete database implementations. For now, create a concrete implementation that returns fake data to use for testing. It would be best to keep database code in one place, following the singleton pattern.

**- As a SOG’s developer, I want to use the bridge pattern to create a database manager, so that the database manager can communicate with a database implementation interface that has numerous concrete database implementations. (8)**

**- As a SOG’s developer, I want to create a concrete implementation that returns fake data, so that I can test certain aspects of the database. (4)**

**- As a SOG’s developer, I want to use the singleton pattern, so that I can keep the database code in one place. (8)**

12. Because the client would like to plan for the mobile market, it is imperative that the html GUI code not contain any business logic or game logic. In all cases, a GUI should call methods from a controller specific to the task being accomplished.

**- As a SOG’s developer, I need to make sure the html GUI code does not contain any business logic or game logic, so that the client can plan for the mobile market. (2)**

**- As a client, I want the GUI to call methods from a controller specific to the task being accomplished, so that I can plan for the mobile market. (8)**

13. When talking about planning for future displays, the SOGGIE reps became very excited at the thought of different “skins” for the app. They would like the customer to be able to choose different looks for the games by choosing themes like “flowery,” “high tech,” and “powerful pink.” The are especially interested in making the app appealing to women.

**- As a SOGGIE rep, I want the users to have different “skins”/looks to choose from, so that the games can be especially appealing to women. (4)**

**- As a user, I want to have different “skins”/looks in the games, so that I can better express myself and feel a part of the characters. (4)**

14. The Client expects to make money by displaying ads. It is not known what company will be used to deliver the ads. For now, they would like you to create a bridge to a potential API with a stub that will deliver a few sample ads, switching the ad every minute or so. They would like an easy way to change the duration of the ads, perhaps by an admin login. If there is an admin login, they would like it to use the name SoggieMuffins and the password 1234.

**- As a client, I need the ability to display adds, so that I can make money. (8)**

**- As a SOG dev, I need to create a bridge to a potential API with a stub that will deliver simple ads, so that the client can monetize their games. (8)**

**- As an administrator, I want an admin login name of SoggieMuffins and password of 1234, so that they have an easy way to change the duration of ads. (1)**

15. The Client wants customers and admins to be able to login securely. All passwords should be salted and hashed (using SHA) with the result stored in the database. Passwords must never be stored as plain text.

**- As a client, I want all passwords to be salted and hashed (using SHA) with the result stored in the database, so that customers and admins can login securely. (1)**

16. The suite of games should have medium-quality graphics and sound effects that are engaging and immersive. All game assets should be less than 100k in size so that they load quickly over the internet.

**- As a SOG’s dev, I need to make sure all game assets are less than 100k in size, so that they load quickly over the internet. (1)**

**- As a user, I want medium-quality graphics and sound effects, so that I can be more engaged and immersed in the games. (1)**

17. Sounds should be engaging, and functional as opposed to decorative. Sounds should help the player by indicating significant events in the game. The player should be able to mute sounds by checking a box or clicking a “mute” icon. This sound preference information should be saved from one session to the next and should apply across all games in the suite.

**- As a user, I want the sounds to be functional as opposed to decorative, so that the sounds are more engaging and indicated events in the game. (1)**

**- As a user, I want the ability to mute sounds and have those sound settings saved from one sessions to another, so that I mute certain sounds and not have to reapply those settings in every session. (4)**