User Story Template

* Reversi is a game for two persons.
* Aim of the game is to get more stones of your kind than your opponent.

*Front of card*

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| **Story Narrative** | start game | *Priority* | 1 |
| As a | player/users | *Size* | 5 hour |
| I want | to choose the other player |  |  |
| So that | I can play V.s computer or another human |  |  |
| [front of card] | | | |

*Back of card*

|  |  |  |  |
| --- | --- | --- | --- |
| **Acceptance Criteria** | start game |  |  |
| Given | Chosen player |  |  |
| When | The menu button is pressed , to choose the other player |  |  |
| Then | can choose the other player |  |  |
| [Back of card] | | | |

*Front of card*

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| **Story Narrative** | setting | *Priority* | 5 |
| As a | player | *Size* | 5hours |
| I want | to choose the color of board of list color |  |  |
| So that | to play on board that I want to play on it |  |  |
| [front of card] | | | |

*Back of card*

|  |  |  |  |
| --- | --- | --- | --- |
| **Acceptance Criteria** | setting |  |  |
| Given | Chosen color board |  |  |
| When | The color button is pressed , to choose the color board |  |  |
| Then | i can choose the color board |  |  |
| [Back of card] | | | |

*Front of card*

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| --- | --- | --- | --- |
| **Story Narrative** | knowing the rules of the game | *Priority* | 6 |
| As a | player | *Size* | 5hours |
| I want | To know the rules of the game |  |  |
| So that | I can play it |  |  |
| [front of card] | | | |

*Back of card*

|  |  |  |  |
| --- | --- | --- | --- |
| **Acceptance Criteria** | knowing the rules of the game |  |  |
| Given | he game rules |  |  |
| When | The help button is pressed , how to play instructions willbe displayed |  |  |
| Then | The players can know the rules of the game |  |  |
| [Back of card] | | | |

*Front of card*

|  |  |  |  |
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| **Story Narrative** | knowledge of the three top score of players | *Priority* | 7 |
| As a | player | *Size* | 5hours |
| I want | To know the three top score of players |  |  |
| So that | want to know the best player |  |  |
| [front of card] | | | |

*Back of card*

|  |  |  |  |
| --- | --- | --- | --- |
| **Acceptance Criteria** | knowledge of the three top score of players |  |  |
| Given | knowledge of the three top score of players |  |  |
| When | The top score button is pressed, who have high score |  |  |
| Then | you can look to the three top score of player |  |  |
| [Back of card] | | | |

*Front of card*

|  |  |  |  |
| --- | --- | --- | --- |
| **Story Narrative** | Saving the game and continue later | *Priority* | 4 |
| As a | player | *Size* | 5hours |
| I want | To save the game |  |  |
| So that | I want to continue in playing the game later |  |  |
| [front of card] | | | |

*Back of card*

|  |  |  |  |
| --- | --- | --- | --- |
| **Acceptance Criteria** | Saving the game and continue later |  |  |
| Given | Saving the game |  |  |
| When | The save button is pressed to save the game |  |  |
| Then | you can continue in playing on the last playing |  |  |
| [Back of card] | | | |

*Front of card*

|  |  |  |  |
| --- | --- | --- | --- |
| **Story Narrative** | chooses new game | *Priority* | 2 |
| As a | player | *Size* | 5hours |
| I want | To play the game from new |  |  |
| So that | I want to play in best way |  |  |
| [front of card] | | | |

*Back of card*

|  |  |  |  |
| --- | --- | --- | --- |
| **Acceptance Criteria** | chooses new game |  |  |
| Given | chooses new game |  |  |
| When | The new game button is pressed to start game from benning |  |  |
| Then | the discs will be placed on the board |  |  |
| [Back of card] | | | |

*Front of card*

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| --- | --- | --- | --- |
| **Story Narrative** | user places a disc without any violations to the rules | *Priority* | 3 |
| As a | player | *Size* | 5hours |
| I want | to places a disc in the correct place |  |  |
| So that | I want to play without any violation |  |  |
| [front of card] | | | |

*Back of card*

|  |  |  |  |
| --- | --- | --- | --- |
| **Acceptance Criteria** | user places a disc without any violations to the rules |  |  |
| Given | user places a disc |  |  |
| When | When the user places a disc without any violations to the rules |  |  |
| Then | the opposing player’s discs will be flipped to the other color |  |  |
| [Back of card] | | | |

*Front of card*

|  |  |  |  |
| --- | --- | --- | --- |
| **Story Narrative** | sign in | *Priority* | 8 |
| As a | player | *Size* | 5hours |
| I want | to enter to page of the game |  |  |
| So that | I want to play the game with any one on this page |  |  |
| [front of card] | | | |

*Back of card*

|  |  |  |  |
| --- | --- | --- | --- |
| **Acceptance Criteria** | sign in |  |  |
| Given | recording entering to page |  |  |
| When | The sign in button is pressed to enter to page of the game |  |  |
| Then | I can enter to page of the game |  |  |
| [Back of card] | | | |

*Front of card*

|  |  |  |  |
| --- | --- | --- | --- |
| **Story Narrative** | sign up | *Priority* | 9 |
| As a | player | *Size* | 5hours |
| I want | to want to create account on the page of the game |  |  |
| So that | I want to play with the other player on this page |  |  |
| [front of card] | | | |

*Back of card*

|  |  |  |  |
| --- | --- | --- | --- |
| **Acceptance Criteria** | sign up |  |  |
| Given | creating accounting on page game |  |  |
| When | The sign up button is pressed to create account to page of the game |  |  |
| Then | you can see the other player on page game and play with them |  |  |
| [Back of card] | | | |