

User Stories	Acceptance Criteria
Winning	<b>**Given**</b> that I can take my opponent's pieces <b>**when**</b> all their pieces are gone <b>**then**</b> I expect to win the game
	<b>**Given**</b> that a player can quit <b>**when**</b> my opponent resigns <b>**then**</b> I expect to win the game by forfeit.
	<b>**Given**</b> that my opponent can take my pieces <b>**when**</b> all my pieces have been eliminated <b>**then**</b> I expect to lose the game.
Resignation	<b>**Given**</b> that I can resign <b>**when**</b> I want to stop playing <b>**then**</b> I expect to leave the game
	<b>**Given**</b> that I can resign <b>**when**</b> I stop playing <b>**then**</b> I expect to automatically lose the game
	<b>**Given**</b> that I can resign <b>**when**</b> I stop playing <b>**then**</b> I expect to join another game
Spectator	<b>**Given**</b> there is a game going on <b>**when**</b> I spectate <b>**then**</b> I expect to see live gameplay
	<b>**Given**</b> there are multiple spectators <b>**when**</b> I choose to spectate <b>**then**</b> I expect to join the group
Player Helper	<b>**Given**</b> that I press the assist <b>**when**</b> I need help <b>**then**</b> I expect to receive help
	<b>**Given**</b> that I press the assist <b>**when**</b> I need help <b>**then**</b> I expect the next move to be calculated
Move a Piece	<b>**Given**</b> that my piece has reached the end of the board <b>**when**</b> my piece turns into a king <b>**then**</b> I should be able to move anywhere on the board
	<b>**Given**</b> that multiple opponent pieces are in a line <b>**when**</b> I take one <b>**then**</b> I should be able to take the others consecutively
	<b>**Given**</b> that I can move my piece <b>**when**</b> I jump over an opponent's piece <b>**then**</b> the opponent's piece should be removed from the board
	<b>**Given**</b> that I move can move my piece to the other side <b>**when**</b> I reach the end of the board <b>**then**</b> my piece should become a king