**User Story:** As a captain, I would like to generate a game key.

**Scenario: Generating a game key.**

**User Story:** As a rival captain, I would like to connect to the game with the game key provided by other team’s captain.

**Scenario:** Rival captain connecting to the game

**Failure Scenario: Wrong gamekey**

**User Story:** As a captain, I would like to get my input encoded using a secret circuit.

**Scenario:** Captain getting the input string encoded

**User Story:** As a rival captain, I would like guess the parity of the input

**Scenario: Guessing the parity**

**Failure Scenario: Invalid parity input**

**User Story:** As a captain, I would like know the result of the game.

**Scenario: Displaying result of the game**

1. Rooney guesses the correct parity
2. **Rooney guesses incorrect parity**