

#1 - Hi-score System

Narrative: Hi-Score Tracking System

As a: Player

I want: to see my best scores compared to others.

So that: I can see how well I am doing and feel motivated to continue playing.

Acceptance Criteria:

Scenario 1: Hi-score System

Given: User beats the game

When: Score is in top 10

Then: The player will be prompted asking if they would like to store their score in the top 10 scores, this will be available for personal privacy concerns

#2 - Hi-score System

Narrative: Hi-Score Tracking System

As a: Customer

I want: To encourage users to play competitively or even casually amongst friends.

So that: Users can compete and spread the word about this software to potential future players/users.

Acceptance Criteria:

Scenario 1: Hi-score Tracking System

Given: User clears the required levels.

When: Score is higher than anything within the leaderboard.

Then: The player will have their score shareable to post on social media platforms and asked to post their score onto the leaderboard.

#3 – Multiple Levels

Narrative: Multiple levels

As a: Player

I want: Be able to play multiple levels with different difficulties.

So that: I am not bored of playing the same level and difficulty level repeatedly.

Acceptance Criteria:

Scenario 1: Multiple levels

Given: User clears level

When: Reaching the number of points required within the allowed time frame/move set.

Then: Prompt user to go to the next level or redo the level if they want.

#4 – Different Themes

Narrative: Different Themes

As a: Customer

I want: Different themes per level.

So that: Avoid repetition of levels and promoting freshness within the game.

Acceptance Criteria:

Scenario 1: Different themes

Given: The game has multiple levels

When: A user beats a level

Then: The next level should be of different theme.

#5 – Software Platform

Narrative: Software Platform

As a: Customer

I want: The software to be available as a web-based experience.

So that: I am not bored of playing the same level and difficulty level repeatedly.

Acceptance Criteria:

Scenario 1: Software Platform

Given: We have a game

When: The user wants to play the game

Then: The game will be playable on web browsers.

#6 – Easily accessible

Narrative: Easily accessible

As a: User

I want: To be able to play the game anywhere.

So that: I can casually play even when I am not at home.

Acceptance Criteria:

Scenario 1: Accessibility

Given: User accessing the game

When: At any time

Then: We must develop a way for the user to be able to access the game on multiple platforms.

#7 – Level difficulties

Narrative: Level difficulties

As a: Customer

I want: The difficulties tied to each level to get increasingly more difficult.

So that: The users can see how well they are doing and feel motivated to continue playing.

Acceptance Criteria:

Scenario 1: Level clearing

Given: The user clears a level.

When: Playing the game.

Then: The next level will consist of a more difficult tiling setup and/or harder score goal.

#8 – Login Abilities/Score Saving

Narrative: Score Saving

As a: User

I want: To be able to keep track of my progress using an account.

So that: I can keep my progress and resume playing anywhere I want.

Acceptance Criteria:

Scenario 1: Login functionality

Given: Email and password.

When: Trying to login/register

Then: Failed login, or successful login and hi-score will be saved.

#9 – Smart Phone Compatibility

Narrative: Smart Phone Compatibility

As a: Customer

I want: Users to be able to play the game on their phones.

So that: It will be able to reach more devices and in turn lead to a more successful game.

Acceptance Criteria:

Scenario 1: Smart phone support

Given: User access from Android and iOS platform.

When: Downloaded from respective application store.

Then: Users can play the game from mobile devices.

#10 – Integration of Advertisements

Narrative: Ad integration

As a: Customer

I want: To be able to easily input ads into the game/site.

So that: We will be able to make the game free for any user to play.

Acceptance Criteria:

Scenario 1: Integration of Ad's

Given: User has cleared 3-4 levels.

When: Prompted to go to the next level.

Then: Generate the respective advertisements

#11 – Downloadable/Purchasable Content

Narrative: DLC Content

As a: Customer

I want: users to be able to purchase and/or download limited edition content (Levels, themes, etc.)

So that: User can get content continuously and keep the game as fresh as possible and not repetitive in terms of themes and game modes.

Acceptance Criteria:

Scenario 1: Future DLC

Given: User wants to experience new content.

When: Playing the game around special holiday/events.

Then: Release limited edition themes and game modes catered to the holiday or event.

#12 – Advertisement Remover

Narrative: Ad Remover

As a: Customer

I want: Users to be able to purchase an ad-remover.

So that: The user can choose to support the developers through either watching ads or through purchasable content.

Acceptance Criteria:

Scenario 1: Ad Remover

Given: User wants to skip ads.

When: Clearing every 3-4 levels or accessing the in-app purchase section.

Then: Prompt users if they would like to purchase an ad-remover to support the developers or go into the store section and buy the full premium version with no ads.

#13 – Combo Sequence Capability

Narrative: Combo Sequences

As a: Customer

I want: the game design to be focused on combo sequences.

So that: When users get the same matching item/object in a row or column of 3 or 4, they gain points.

Acceptance Criteria:

Scenario 1: Combo Sequences capability

Given: User gets points when they get the same item in a row or column.

When: The items are placed in a row or column of 3-4

Then: The game recognizes that and awards the user with points and filling in the empty space with new items/objects.

#14 – Functionality & Visually Appealing

Narrative: Functionality & Visual

As a: Customer

I want: The game to be designed to be working without any compromises in terms of initial features designed, while keeping the visuals appealing.

So that: Users do not have any issues with the game itself and enjoy the experience – prompting them to return and enjoy the game again with excellent visuals and functionality.

Acceptance Criteria:

Scenario 1: Functionality & Visuals

Given: User wants to enjoy a game with fully working features of the initially designed game, while keeping visuals appealing.

When: User loads into the game initially.

Then: Show instructions of the game and show future level themes to peak the users interest as well as possible future content (Both downloadable and purchasable)