

## T16 User Stories and Tasks

### All User Stories and Tasks:

**Registration (completed):** Users seek to be able to create an account easily and verify their identity with a unique username or email address, as well as a password.

#### Tasks:

- Create a database table to store user data
- Create a UI for user registration
- Create a server-side API for user registration
- Create a validation service server-side to validate input data

Acceptance Criteria: A user should be able to setup an account on the system and the user information should be stored in the database.

**Login (completed):** Users want to be able to easily log in to their already-made accounts.

#### Tasks:

- Create UI for the user login.
- Create a validation service server-side to validate credentials
- Create a server-side login API.

Acceptance Criteria: A user should be able to login to the xGame and be brought to the homepage.

**Game Board (in progress):** Users should be able to easily see a rendered game board.

#### Tasks:

- Create a board object in Java
- Render the board on the web page

Acceptance Criteria: A user should be able to go to a page and see the full board being displayed including the corner pieces for Omega chess.

**Send Invites:** Users need to invite other users to join games.

Tasks:

- Create a pop-window or alert for the invited user
- Create a UI to search for another user and display the results
- Build a back-end search for other users.

Acceptance Criteria: A user should be able to send/receive invitations with other users.

**Display Pieces:** Users want to play Omega Chess.

Tasks:

- Implement the following pieces for player use:
  - Wizard
  - Knight
  - Pawn
  - Bishop
  - Castle
  - Queen
  - Champion
  - King

Acceptance criteria: when going to the page where the board is displayed, the user should also be able to see the pieces and be able to move them in the proper ways that piece allows.

**Respond to an invitation:** Users seek to either accept or decline the invitations of other players in an easy manner.

Tasks:

- Let the user accept an invitation
- Let the user decline an invitation

Acceptance Criteria: Users should be able to accept/decline invitations from other users.

### **Show Match History:**

Tasks:

- Create an UI to show previous match history of a user
- Create an API to fetch history data for logged in user

Acceptance Criteria: A user should be able to view their match history.

### **Save Game Progress:**

Tasks:

- Create an API to save game progress
  - Save the game progress in memory

Acceptance Criteria: Users should be able to view their current and previous games