



# Product Planning

## 1 User stories

### 1.1 Introduction

In this section we will specify the most important user stories. In the user stories, we differentiate between the app and the game. The app what is installed on the users device and it contains the main menu, the game lobby and the actual game. The game is the actual game play, e.g. driving around in a car and navigating.

The roles 'driver' and 'navigator' are both subroles of the user role.

### 1.2 User stories

As a user

Given that I have installed the app

And I have started the app

Then I can create a new game lobby

As a user

Given that I have created a new game lobby

Then other users can join my game lobby

As a user

Given that I am in a game lobby

And there is at least one other user in the lobby

Then I can team up with that user

As a driver

Given that the game has started

Then I can drive around the car

As a navigator

Given that the game has started

Then I can navigate around the map

As a driver

Given that I collide with a building

Then the car will bounce back

As a driver  
Given that I stop next to a passenger  
Then the passenger will enter my car

As a driver  
Given that I drop off the passenger at the correct location  
Then I will receive a point

As a driver  
Given that I do not have a passenger  
And I crash my car into a car that does have a passenger  
Then I steal the passenger of the other car

As a user  
Given that I am in the team with the most points at the end of a game  
Then I win that game