

Authentication and User Management

ID: S1

Category: User Management

Story: As an unregistered user, I want to be able to register as a user with my chosen credentials (i.e., username and password that are both not empty words).

Acceptance Criteria:

- Upon successful user registration, Homescreen is shown and the user is automatically logged in.
- Upon failure, an error is displayed and the user is redirected (back) to the register screen. A register error can be that a username is already taken.
- Logged-in users can log out and log back in to their registered profile.
- Upon failure, an error message is displayed

Priority: critical

Estimate: 4h

ID: S2

Category: Log Out

Story: As a logged in user I can perform a logout to be logged out of the platform

Acceptance Criteria:

- Button on top right corner to log a user out
- User is properly logged out
- Upon failure, an error message is displayed

Priority: critical

Estimate: 1h

ID: S3

Category: Profil

Story: As a logged in user I want to have a button to log out, change my name, username, and upload my personal API Key for Google Maps.

Acceptance Criteria:

- A user can enter and save his data(name, username, api Key) the saved data will be remembered
- Upon failure, an error message is displayed

Priority: critical

Estimate: 2h

Landing screen

ID: S4

Category: Home Screen (Gamemodes)

Story: As a logged in user, I want to be able to choose from different player modes(single and multiplayer).

Acceptance Criteria:

- The user should be able to see the available player modes, with a short description.
- If the user selects a mode he should be directed to the main page of the mode.

Priority: critical

Estimate: 2h

ID: S5

Category:Homescreen (Scoreboard)

Story: As a logged in user, I want to be able to see the scoreboard of 15 best players

Acceptance Criteria:

- The user can see the score of the 15 best players
- The user can see his username, if he is in the top 15

Priority: medium

Estimate: 2h

User Modes

ID: S6

Category: Game Mode Selection Component

Story: User can select his game mode (See User stories for Game modes).

Acceptance Criteria:

- User can select from a set of game modes
- User is presented with a game after selection and can start playing.

Priority: critical

Estimate: 2h

ID: S7

Category: User Mode Selection Component

Story: User can select his user mode (Single or Multi)

Acceptance Criteria:

- User can choose a gamemode and click on create to create a new room
- User can enter a room key and click on join to join a specific game room
- When a user creates a new room, he will be redirected to the game and sees the generated room key on top which the user can share with others (US#8)

Priority: critical

Estimate: 4h

Game Walkthrough / Game Flow

ID: S8

Category: Multiplayer Waiting room

Story: All users in the same room must click the button ready to start the game. As soon as all players are ready, a countdown from 5 seconds will appear and the game will start.

Acceptance Criteria:

- Only needed if user mode is multiplayer
- A user must be able to click a ready button to signal to the other users that he's ready.
- As soon as all users clicked the ready button a countdown must be displayed.
- As soon as the countdown hits 0 the game starts.

Priority: critical

Estimate: 4h

ID: S9

Category: Generic Game Infrastructure

Story: Necessary Tooling, Views and Components needed for any type of GameMode are visible to the user

Acceptance Criteria:

- A scoreboard can be seen - starting score is 0.
- The user sees a clock where he sees how long he is playing (depending on the game mode).
- The user sees the mini map of the world (fully zoomed out) for the dropping of a map pin to mark his/her solution.

Priority: critical

Estimate: 8h

ID: S10

Category: Abstract Game player

Story: The abstract game player should be built such that any user selected game mode can be plucked in and then played. It contains capabilities shared across all game modes.

Acceptance Criteria:

- Map of the world is open on the bottom right of the screen during the game.
- With a mouse click a dot is displayed on that map.
- After setting the dot i can press on guess to finalize my decision.

Priority: critical

Estimate: 12h

ID: S11

Category: Score keeping during game

Story: After finishing a guess my score is displayed on the top right of the screen, so I can always see how good I'm doing in this run.

Acceptance Criteria:

- The Score of the round is displayed on the top right of the screen.
- The Score gets updated after each round.
- The user can see how many rounds are left

Priority: Medium

Estimate: 4 hours

ID: S12

Category: Early Game Exit / Cancel game

Story: During a game, as a user, I want to be able to stop the game

Acceptance Criteria:

- I can see a button to exit the game
- if I press the button see the Game End (S10)

Priority: Critical

Estimate: 3h

ID: S13

Category: End of Game

Story: When I am playing the game, I want to be able to see if the Game ends

Acceptance Criteria:

- I can see the total score, that I performed this game
- The user has the option to return to Main menu
- A user should be able to play the game again (with the same mode)

Priority: Critical

Estimate: 3h

Game Modes

ID: S14

Category: Game Mode (Pixelation)

Story: One game mode where the image starts very pixelated and gets clearer with time. Users are rewarded to act fast. Score is influenced by accuracy and time.

Acceptance Criteria:

- When having this mode selected the view is pixelated and clears over time
- Time Reaction influences the score

Priority: low

Estimate: 4h

ID: S15

Category: Game Mode (Fog)

Story: In one game mode I want to be able to see a totally fogged map that clears up in a radius around my mouse when i press the right mouse button. The more fog I take away, the less point I get for my guess.

Acceptance Criteria:

- Map is full of fog in the beginning of the Game
- Map gets cleared when I press left mouse button and hover over it.
- Points get reduced when i clear the map

Priority: low

Estimate: 6h

Miscellaneous

ID: S15

Category: Beating New High Score

Story: If I beat the Scoreboard I want some kind of Celebration and an Achievement.

Acceptance Criteria:

- Confetti raining down the screen when I beat the Scoreboard.
- The Username of the Scoreboard leader has a crown next to it.

Priority: low

Estimate: 1h
