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| **ID** | **User Story Name** | **User Story Description** | **Priority** | **Estimated effort (hours)** |
| 1 | Choose a board size | As a player, I want to be able to choose the board size so that I can customize the game to my preferences | Highest | 4 |
| 2 | Choose the game mode of a chosen board | As a player, I want to be able to choose the game mode so that I can select the compitions I desire. | Medium | 2 |
| 3 | Start a new game of the chosen board size and game mode | As a player, I want to be able to start a new game so that I can play multiple rounds of the game. | Medium | 2 |
| 4 | Make a move in a simple game | As a player, I want to be able to make a move in a simple game so that I can play the game. | High | 3 |
| 5 | A simple game is over | As a player, I want to be able to determine if a simple game is over so I can know when the game is finished | Medium | 2 |
| 6 | Make a move in a general game | As a player, I want to be able to make a move in a general game so that the game can continue on. | High | 3 |
| 7 | A general game is over | As a player, I want to know when a general game is over so that I can stop playing. | Medium | 2 |

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| **User Story ID and Name** | **AC** | **Description of Acceptance Criterion** | **Status (completed, toDo, inPprogress)** |
| **ID** |
| 1. Choose a board size | 1.1 | AC 1.1 <scenario description> | ToDo |
| Given the game screen is displayed\ |
| When the player inputs a board size |
| Then create a board with that size |
| 1.2 | AC 1.2 | ToDo |
| Given: the game is displayed |
| When: the player picks a size |
| Then: verify it is not too small |
| 2. Choose the game mode of a chosen board | 2.1 | AC 2.1 | ToDo |
| Given: the game is displayed |
| When: player picks mode |
| Then: update game to mode |
| 2.2 | AC 2.2 | ToDo |
| Given: game is displayed |
| When: player picks vs |
| Then: update to computer or human |
| 3. Start a new game of the chosen board size and game mode | 3.1 | AC 3.1 | ToDo |
| Given: game is being played |
| When: player hits reset |
| Then: restart the game with the selected criteria and blank |
| 3.2 | AC 3.2 | ToDo |
| Given: the game is over |
| When: player hits new game |
| Then: reinistialize the board to blank |
| 4. Make a move in a simple game | 4.1 | AC 4.1 | ToDo |
| Given: the game is being played and it is red's turn |
| When: They pick to place an S |
| Then: mark spot with selection |
| 4.2 | AC 4.2 | ToDo |
| Given: the game is being played and it is red's turn |
| When: They pick to place an O |
| Then: mark spot with selection |
| 4.3 | AC 4.3 | ToDo |
| Given: the game is being played and it is blue's turn |
| When: They pick to place an S |
| Then: mark spot with selection |
| 4.4 | AC 4.4 | ToDo |
| Given: the game is being played and it is blue's turn |
| When: They pick to place an O |
| Then: mark spot with selection |
| 4.5 | AC 4.5 | ToDo |
| Given: the game is being played |
| When: Player turn selects size > board |
| Then: do not mark spot and make them choose a valid spot |
| 4.6 | AC 4.6 | ToDo |
| Given: the game is being played |
| When: Player turn selects a non-blank spot |
| Then: do not mark spot and make them choose a valid spot |
| 5. A simple game is over | 5.1 | AC 5.1 | ToDo |
| Given: The game is in progress |
| When: a player moves |
| Then: verify that there are empty spots to still move |
| 5.2 | AC 5.2 | ToDo |
| Given: The game is in progress |
| When: a player moves and the game is simple |
| Then: verify that there is no SOS connection |
| 6. Make a move in a general game | 6.1 | AC 6.1 | ToDo |
| Given: The game is in progress |
| When: a player moves |
| Then: verify that there are empty spots to still move |
| 6.2 | AC 6.2 | ToDo |
| Given: The game is in progress and blue turn |
| When: blue makes a connected SOS |
| Then: blue has another turn |
| 6.3 | AC 6.3 | ToDo |
| Given: The game is in progress and red turn |
| When: red makes a connected SOS |
| Then: red has another turn |
| 7. A general game is over | 7.1 | AC 7.1 | ToDo |
| Given: the game is in progress |
| When: there are empty spots left |
| Then: the game is over |