**Sudo**

**Project Deliverable 1: Use cases and Test plan**

SOFE2720: Principles of Software and Requirements

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**User-Stories:**

The various stakeholders in the project have the following use cases:

1. As a user of the game, I want to be able to play the game on my web browser
2. As a manager, I want to be able to track how many users are playing the game at a given time
3. As a user of the game, I want the game to inform me when I put incorrect value (unacceptable value) in a blank square
4. As a user of the game, I want to be able to select the difficulty of the game
5. As a developer, I want to receive user feedback, so I can further improve the game
6. As a user, I want to be able to customize the volume of the game

**Test Case:**

**User-stories 1:** *As a user of the game, I want to be able to play the game on my web browser*

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| --- | --- |
| **Steps** | **Expected result** |
| User opens a web browser |  |
| User enters the URL of the game | The game loads on the browser of the user |

**User-stories 2:** *As a manager, I want to be able to track how many users are playing the game at a given time*

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| **Steps** | **Expected result** |
| When the user starts the game, the server increment the player attribute by one |  |
| When the user exits the game, the server decrement the player attribute by one |  |
| Manager clicks on the PHP | Player attribute is visible with number of players currently playing |

**User-stories 3**: *As a user of the game, I want the game to inform me when I put incorrect value (unacceptable value) in a blank square*

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| **Steps** | **Expected result** |
| User starts the game | The game generates a board. Depending on the difficulty, the default numbers are provided to the user |
| User selects an incorrect value of a square | The game gives an error message to the user, informing the incorrect value chosen for the square |

**User-stories 4***: As a user of the game, I want to be able to select the difficulty of the game*

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| **Steps** | **Expected result** |
| User enters the URL of the game | The game loads on the browser, showing the start button |
| User clicks on the start button of the game | The 3 difficulty settings, easy, medium, hard is visible and available on the screen |
| User selects the difficulty of the game | The game generates a 9X9 board with default numbers. The number of default number depends on the difficulty chosen by the user |

**User-stories 5**: *As a developer, I want to receive user feedback, so I can further improve the game*

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| --- | --- |
| **Steps** | **Expected result** |
| User starts the game | Beside the 9X9 square matrix, a report button is available |
| User clicks on the report button | The game creates a pop up with empty text field for user to report the issue |
| User fills out the report and press the send button | A message is sent to the development team in a form of an email |

**User-stories 6:** *As a user, I want to be able to customize the volume of the game*

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| --- | --- |
| **Steps** | **Expected result** |
| User enters the URL of the game | The game loads on the browser, showing the start button and a settings button |
| User clicks on the settings button | The settings menu appear on the screen with options to change the volume of the music and sound effect of the game |
| User drags the volume bar lower | The music of the game gets quieter |