

# Scope plane

For the 2048 game clone

## What the users say they need?

- A smooth game experience on a website

## What they actually need?

- A responsive one-page website to adapt to the device screen size to give the best experience
- Information about the game how to play
- An easy to use menu structure to set up the game options in the least possible clicks
- A response to let the player know if they won the game or what score they achieved

## What they don't know they need?

- Extra options to explore more game styles
- Music to give a better experience
- Later on a user database to follow the scores of each player and set up leaderboard

Scenario	Requirements
User wants to play on different devices	Ability to scale the website and the game to the actual screen (use of javascript)
User wants to know how to play the game	Ability to show information about the game (use of html, css, javascript)
User wants to know his/her best or current score	Ability to show the current/best score and to save best score to the browser storage (use of javascript, session storage)
User wants to choose game options	Ability use buttons (use of javascript and images)
User wants to listen to music	Ability to start, stop and listen to music (use of, javascript, audio file)
User wants to try different size of playfield	Ability to choose and render different sizes (use of javascript)

