

Contents

Game store Stakeholders information	1
Epic 1. View and Manage Game	1
Epic 2. Registration and Authentication	6
Epic 3. Game Comments.....	8
Epic 4. Order Game.....	10
Epic 5. Permissions	12
Epic 6. Data base.....	12

Game store Stakeholders information

Mr. Rotshild is a businessman.

He is an authorized seller of the computer games, and has collected a huge base of customers during 20 years.

Unlike his customers, Mr. Rotshild is not quite progressive and knows nothing about the online stores and modern web.

He requires you to design and build a web application for his business.

Users:

John Snow is a cybersport blogger. He writes reviews to the games of all sort.

He is an active gaming community member, he uses his laptop and smartphone to access the chats and post new reviews.

Barry White is a manager at Mr. Rotshilds shop.

He is responsible for games supply, communication with vendors and customers.

Functionality is not covered by mockups.

Epic 1. View and Manage Game

2.1. As a User

I want to see full list of the games available on the Game Store

To know what games are offered to me

- A. Full list of the games with a scroll bar is available on the Homepage
- B. Clicking on Game Store icon in the left upper corner User is transferred to the Homepage
- C. Clicking on 'Games' User is transferred to the Homepage
- D. Price tag is available for each game item
- E. Price currency: US Dollar

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311099>

2.2. As a User

I want to be able to select one game to view its details

To get information on the specific game

- A. The System should allow to view game individually in a separate window once User clicks on the game's name.

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/381436196>

2.3. As a Manager

I want to be able to add new game to Game Store

To propose it for sale

- A. 'Add Game' button is available on the page.
- B. The System provides possibility to enter new game details and submit creation.
- C. Once Game is added, it appears in the list of games on Game Store.
- D. Required fields: 'Name', 'Description'

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311098>

2.4. As a Manager

I want to be able to assign genres to my game

To provide basic game typology

- A. One game can be of none, one or several genres at a time.
- B. Genre(s) displayed for each game item while looking through the whole list of games.
- C. Genre(s) displayed if view one game individually.
- D. 'Genre' attribute has hierarchical structure.

Store has some basic genres:

- Strategy
 - Rally
 - Arcade
 - Formula

- Off-road
- RPG
- Sports
- Races
- Action
 - FPS
 - TPS
 - Misc.
- Adventure
- Puzzle & Skill
- Other

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/381436196>

<https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311099>

2.5. As a User

I want to be able to apply filter for the list of the games

To quicker find what I want

- A. Filter by 'Genre' should be available.
- B. Filter by 'Name' – type at least 3 characters

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311094>

2.6. As a Manager

I want to tie an image to my game

To increase identity and visibility of the game

- A. Image can be added to the game if opening it for individual view.
- B. Image is displayed for the game when view whole list of all games.
- C. Image is displayed for the game while individual view.

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/381436196>

<https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311099>

2.7. As a Manager

I want to be able to edit game

To specify earlier provided information

- A. Hovering on a game 'Edit Game' button appears

- B. The System provides possibility to make updates to all fields of game details.
- C. 'Edit Game' form is the same as for creation of a new game, but with pre-populated data (information entered initially is displayed and available for editing).
- D. When changes are saved, form enters to previous view mode.

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311098>

<https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/381436196>

2.8. As a Manager

I want to be able to hide a game

To stop proposing it for sale

- E. Later Manager can add the game back for sale.
- F. Hovering on a game 'Hide Game' button appears
- A. Once the game is hided, Users can no longer see it on the Game Store.
- B. Search, filtering, CRUD comments and ordering this game are not available as well.
- C. There should be a background process for clean up of games were hided 3 months ago or later.
The clean up process should run weekly.

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311098>

Epic 2. Registration and Authentication

1.1. As a new User

I want to be able to sign up to the Game Store with my e-mail

To get access to authorized features

- A. System provides possibility to create personal account
- B. Information to enter for sign up: First Name, Last Name, Username, E-mail, Password.
- C. Email should be unique.
- D. When sign up form is opened, other page functionality is blocked.

1.2. As an authenticated User

I want to be able to login to the Game Store

To get access to my personal account

- A. Accessing Game Store site, Home page is displayed and 'Sign In' button located on the right upper corner of the screen.
- B. System provides possibility to sign in to existing account, entering username and password.
- C. When sign in form is opened, other page functionality is blocked.

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311094>
<https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311095>

1.3. As an authenticated User

I want to get error message when enter incorrect login or password

So that I know I need to check and correct credentials

- A. System displays error message when incorrect credentials (login/password) are entered.
- B. System transfers User to Personal Homepage after correct credentials are entered.

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311095>

1.4. As an authenticated User

I want my credentials to be saved on the Game Portal

So that next time I can access application without entering login/password again.

- A. 'Remember me' checkbox is available in the sign in form

- B. User would not like to input credentials on each opening of Game Portal from the same browser. But it's ok to input them once a week.

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311095>

1.5. As an authenticated User

I want to be able to sign out from Game Store any time

To terminate my session

- A. System provides possibility to terminate session at any stage.
- B. After clicking on sign out sign User is transferred to the Homepage.

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311099>.

<https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311094>.

1.6. As a User

I want my First name and Last Name to be displayed on the page when I'm signed into the Game Store

So that I can ensure myself I'm logged in

- A. First Name and Last Name are displayed in the right upper corner across all windows while User is logged in.

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311099>

1.7. As a User

I want to be able to add avatar image to my account

To provide my account more identity

- B. Image is displayed along with username in the right upper corner across all windows while User is logged in.

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311099>

Epic 3. Game Comments

3.1. As a User

I want to be able to see comments left by other Users

To get other User's attitudes

- A. Attributes of the comment: User 'Name' and 'Time left' since comment was added.
- B. Comments have hierarchical view if comment left under another comment.

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/381436196>

3.2. As a User

I want to be able to comment the game

To share information with other Users

- A. 'Comment' button is available under game. Clicking on it, text field with 'Save'/'Cancel' buttons appear. I have a possibility to enter text and after clicking the 'Save' button the text will be stored and appear under a game. Clicking the 'cancel' button under comment will clean the entered text and hide 'Save'/'Cancel' buttons (restore default view).
- B. One comment is limited to 600 characters.

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/381436196>

3.3. As a User

I want to be able to edit my comment

To specify earlier provided information

- A. 'Edit' button should be available below each of my comments. Once I click, Input should appear with prepopulated comment with 'Save' button. After I click on 'Save', edited comment is displayed under the game.

3.4. As a User

I want to be able to delete my comment

So that other Users do not see it any longer

- A. 'Delete' button should be available below each of my comments. Once I click, input should be removed, 'Save' button available. After I click on 'Save' instead of the deleted comment a text "the comment was deleted by author" appears.

3.5. As a User

I want to be able to restore my deleted comment

So that I can revert removal if needed

- A. 'Restore' button is available on the place of deleted comment and removal can be cancelled if clicking on this button.
- B. Once page is refreshed, it is impossible to restore deleted comment.

3.6. As a User

I want to be able to comment each comment left on the Game Store

To share information with other Users

- A. 'Reply' button is available under every comment.
Clicking on it, the input field with 'Save' and 'Cancel' buttons will appear.
After clicking 'Save', comment will be saved and appear under the replied comment.
- B. One comment is limited to 600 characters.

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/381436196>

Epic 4. Order Game

4.2. As a User

I want to be able to add games to Cart

So that I am able to list games I want to buy

- A. 'Buy' button is available for each game entry.
- B. Each time 'Buy' button is clicked, game is added into Cart
- C. Quantity of added into Cart items is displayed in the right upper corner of the screen.

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311099>

4.1. As a User

I want to be able to view my Cart items

So that I am able to see what I've put into it.

- A. Clicking on Cart sign, list of added games is displayed.
- B. If more than one same game is added to the Cart, it is listed as one entry and quantity added.

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311097>

4.3. As a User

I want to be able to update items in my Cart

So that I can adjust content of purchases on a final stage

- A. If more than one same game is added to the Cart, it is listed as one entry and quantity added.
- B. Each game added into a Cart can be removed by clicking on 'Close' button available for each item.
- C. '-' and '+' buttons are available to decrease/increase number of game in a Cart.

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311097>

4.4. As a User

I want total price to be calculated in the Cart

So that I know the amount of money to pay

- A. If one game is added into a Cart, its price is displayed as total.
- B. If more than one game is added into a Cart, the sum of their price is shown as total.
- C. Price for one game is shown and if more than one item of same game is ordered, the sum is calculated according to the quantity.

D. Grand total sum of the purchase is displayed.

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311097>

4.5. As a User

I want to be able to indicate my contact information

So that it is added to my order details.

- A. Mandatory fields: First Name, Last Name, E-mail, Phone, Payment Type.
- B. Optional field: Comments.
- C. Character limit: up to 600 characters.
- D. 'Order' button available under contact information.

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311096>

4.6. As a User

I want to be able to select payment type (card or cash)

So that I can pay the most convenient way.

- A. Payment Type – dropdown list with the ability to select only one option.

Mockup: <https://epam.invisionapp.com/share/DTTKWK2ZEVW#/screens/380311096>

4.7. As a user

I want my order to be confirmed by the Game Store

So that I can be sure I made an order right

- A. Message is displayed once 'Order' button is clicked.

Epic 5. Permissions

5.1. As a Manager/Admin

I want to be able to add, edit, delete game from Game Store

To manage applications' content.

5.2. As a Manager/Admin

I want to be able to read and delete other users' comment

To manage comment content

5.3. As an Admin

I want to be able to grant elevated permissions to Users

So that I can manage access and permissions level

5.4. As an authenticated or non-authenticated User

I want to be able to order game

So that I can buy quickly

All roles (authenticated, non-authenticated (Guest), Manager, Admin have permission to view Game.

All roles are able to CRUD own comments.

Check with [permission matrix](#).

Epic 6. Data base

5.1. As a Manager/Admin

I want to be able to edit the number of licenses of each game available at Game store

To manage stock balance of licenses.

Notes:

1. Maximum number of licenses is 7 858 772 994.

5.2. As a User

I want to be able to add games available on stock to Cart

So that I can buy the Games available on stock

Notes:

1. Maximum number of items of one game which can be added to Cart is less than 1 001 and is limited by available ones on the Stock.
2. Items which are not available cannot be added.
3. Maximum number of games user can add to the Cart is limited by number of games available on Stock.
4. If the license is added to the cart - it is no longer available on the Stock.
5. Multiple users are able to order licenses at the same time.

Out of Scope

'About', 'Community', 'Support' functionality. You don't need to make pixel-in-pixel design. Your important part in BE, not FE.