User Stories

US-01: Integration with NovaBytes Games iFrame

User Story:

As a player, I want to access the Battleship game from the NovaBytes dashboard so that I can play without leaving the platform.

Acceptance Criteria:

- The game must load seamlessly within the NovaBytes iFrame.
- The player should not need to navigate outside the NovaBytes platform.
- The game interface should be fully responsive within the iFrame.

US-02: Authenticate User

User Story:

As a player, I want to be authenticated when accessing the Battleship game so that my identity is recognized, and my progress is tracked.

Acceptance Criteria:

- The system must validate the player's authentication using NovaBytes servers before allowing gameplay.
- Players must be logged in to access the game.
- Invalid authentication should prevent access and display an error message.

US-03: Backup Data

User Story:

As a system administrator, I want to store match data from each month so that NovaBytes can access it for future analysis.

Acceptance Criteria:

- The system should back up match data monthly.
- Data should be securely transferred to NovaBytes servers.
- Data should be retrievable by authorized personnel.

US-04A: Leaderboard

User Story:

As a player, I want to view the leaderboard so I can see my rank and the top players based on matches won.

Acceptance Criteria:

- The leaderboard should display player rankings, names, and match wins.
- The leaderboard should update automatically after every match.
- The top-ranked player must be displayed at the top of the leaderboard.

US-04B: Match History

User Story:

As a player, I want to see my match history so I can review my previous results.

Acceptance Criteria:

- The match history should show opponent names and the result (win/loss) of each match.
- Players can view their history via the dashboard.

- Match history data should update after each completed match.

US-05: Language Selection

User Story:

As a player, I want to be able to select my preferred language (English or French) so that the game is displayed in my preferred language.

Acceptance Criteria:

- Players can toggle between English and French in the game settings.
- The selected language should be applied immediately throughout the game interface.
- The language selection should persist across sessions for authenticated users.

US-06A: Invitation System

User Story:

As a player, I want to invite friends from my friend list to play a match so that I can compete with them.

Acceptance Criteria:

- Players should be able to select friends from their friend list and send match invites with fixed chat messages.
- A confirmation notification should be sent to the inviting player after the invitation is sent.
- The invited player must receive a notification with an invitation message and be able to accept or decline within 10 minutes.

US-06B: Invitation Declined Notification

User Story:

As a player, I want to be notified if my friend declines my game invitation so that I can invite others or play a different match.

Acceptance Criteria:

- Players should receive a pop-up notification when an invitation is declined.
- The notification should display the name of the player who declined.

US-06C: Pop Up Game Invitation

User Story:

As a player, I want to receive a pop-up notification when another player invites me to a match so I can accept or decline the invitation.

Acceptance Criteria:

- A pop-up invitation should appear with the inviting player's name.
- Players can accept or decline the invitation from the pop-up window.

US-07: Music Selection

User Story:

As a player, I want to customize the background music and sound effects during gameplay for a personalized experience.

Acceptance Criteria:

- Players can choose between two unique music bundles in the game settings.
- The selected music and sound effects should apply immediately during gameplay.
- The selection should persist for authenticated users.

US-08: Game Level Selection

User Story:

As a player, I want to select the game difficulty level before starting a match so I can adjust the gameplay to my skills.

Acceptance Criteria:

- Players should be able to choose between Easy, Medium, and Hard levels.
- The selected difficulty level should apply to the match.
- The difficulty level selection must happen before the match begins.

US-09A: Play with Bot for Offline Functionality

User Story:

As a player, I want to play against a bot when no other players are available or during server downtime so I can continue playing.

Acceptance Criteria:

- The system should offer the option to play against a bot when no opponents are available.
- The bot should act as an AI opponent with appropriate difficulty settings.
- Bot gameplay should function without an internet connection.

US-09B: Bot Overtakes for Player Disconnection

User Story:

As a player, I want the game to continue with a bot opponent if my opponent disconnects so that I can finish the match.

Acceptance Criteria:

- If a player disconnects during a match, a bot should take over immediately.
- The bot should continue the game from the same state as when the opponent disconnected.

US-10: Prebuilt Ships

User Story:

As a player, I want to drag and drop prebuilt ships onto the game grid so I can easily set up my game board.

Acceptance Criteria:

- Prebuilt ships should appear on the side screen for players to drag into the grid.
- The ships should stay in place once placed by the player.
- Placement should be completed before the match starts.

US-11: Match Start

User Story:

As a player, I want the match to start once I have confirmed my ship placement so that I can begin gameplay.

Acceptance Criteria:

- The match must start only after players confirm ship placement.
- The game should transition to the gameplay screen after confirmation.

US-12A: Shoot Enemy Grid

User Story:

As a player, I want to shoot at coordinates on my opponent's grid so I can try to hit their ships.

Acceptance Criteria:

- Players can select a coordinate to target on the opponent's grid.
- The game should indicate whether the shot is a hit or miss.

US-12B: Shot By Enemy

User Story:

As a player, I want to see where my opponent has dropped bombs so I can see which of my ships are hit.

Acceptance Criteria:

- Players can see where enemy's drop bombs.
- The game should display whether the attack was a hit or miss.
- The UI should update with bombed locations.

US-13: Game Results

User Story:

As a player, I want to see the game results at the end of a match so I can know if I won or lost.

Acceptance Criteria:

- The game results should display at the end of each match.
- The leaderboard should update with the latest match statistics.

US-14: Tutorial

User Story:

As a new player, I want to view a tutorial explaining the game rules so I can understand how to play.

Acceptance Criteria:

- New players should automatically see a tutorial upon their first login.
- All players should have the option to access the tutorial from the main menu.