PG13 User Stories selected for Iteration 3

Big User Story 1:

Puzzle Solution Feedback

As a teacher using this application with my students, I want students to receive   
 feedback that is constructive and exciting when they attempt to solve a puzzle.

Priority: Medium Time: 1 day

Detail for Story 1:

Puzzle Solved Message

Show an exciting message with a motivational picture when a puzzle is solved, to make  
 users feel good and encourage them to keep playing.

Priority: Medium Time: 0.5 day

Puzzle NOT Solved Message

Show a constructive message with an inspirational picture that informs that user that  
 the puzzle is not solved, and encourages them to keep trying.

Priority: Medium Time: 0.5 day

Big User Story 2:

Manage Puzzles

As a hobbyist puzzle maker, I want to be able to revisit old puzzles I have made, and   
 either make changes to them, or remove them.

Priority: High Time: 4 days

Detail for User Story 2:

Edit Puzzle

Allow a user to edit a puzzle that he/she authored and contributed to the database.

Priority: High Time: 2 days

Delete Puzzle

Allow a user to delete a puzzle that he/she authored and contributed to the database.

Priority: High Time: 2 days