

Epic	User Story	Acceptance test	Assigned to
As a user I want to see the time I took to finish the game	<p>As a user I want to see how long I took to guess the word</p> <p>Scenario: User sees the time as an alert to tell how much time to finish the game</p> <p>Estimated Time: 1 day</p>	<p>When the user finishes the game:</p> <ul style="list-style-type: none"> - User sees an alert with the time they took to guess the word; <p>When the user loses the game;</p> <ul style="list-style-type: none"> -User sees the time it took until they lost the game. 	Sandile Kunene
As a user I want to decide which game mode or level I want to play	<p>As a user I want to see different levels and choose which level I want to play</p> <p>Scenario: User sees different game levels.</p> <p>Estimated time: 3 days</p>	<p>When the user goes to the levels pages, the user sees:</p> <ul style="list-style-type: none"> - Beginner level - Intermediate level - Hard level 	Mhlengeni Miya
As a user I want to host other players I want to play with	<p>As a user I want a user ID to use to host a player I want to play with:</p> <p>Scenario: User can host other players using Ids</p> <p>Estimated Time: 5 days</p>	<ul style="list-style-type: none"> - Each user will have an Id to use to join the game. 	Stallon Matindike Qhamani Mqwebedu
As a developer I do not want users who are not logged in to access some of the pages.	<p>As a developer I want to see prevent users not logged in from accessing all the web pages.</p> <p>Scenario: A user might try to bypass pass the pages and access them without logging in</p> <p>Estimated time : 1.5 days</p>	<p>The user who is not logged in can only access the quick game</p> <p>The user who is not logged in cannot access:</p> <ul style="list-style-type: none"> - multilayer - The game levels - Update details <p>The user cannot go to the register page if they are logged in.</p>	Sandile Kunene
As a user I want to see an on-screen keyboard and use it to play the game	As a user I want to use an on-screen keyboard to play the game	When: User clicks on the virtual keyboard	James Zungunde

	<p>Scenario: The user cannot access their physical or device keyboard.</p> <p>Estimated: 2 Days</p>	<p>-User's selected key is displayed on the screen</p> <p>- User can click 'Delete' to delete letters on the screen.</p> <p>-User can click 'Enter' to capture their guessed word.</p>	
As a developer I want to store cookies for the users	<p>As a developer I want to store cookies of users who log in to the page or who use the page.</p> <p>Scenario: Store the cookies of a user who once used the website</p> <p>Estimated time: 1 day</p>	Store the username of the user, Store the moves the user puts (letters)	James Zungunde
As a developer I want to store a dictionary with 5 words which 1 is picked randomly.	<p>As a developer I want to pick 1 word from a dictionary and the user must guess it.</p> <p>Scenario: The word is picked randomly.</p> <p>Estimated time: 1 day</p>	The dictionary stores 5 letter words with high frequencies.	Mhlengeni Miya James Zungunde