Epic	User Story	Acceptance Test	Assigned to
As a user, I need to choose if I want an account or not	As a user I want to have the option of a quick game Scenario: User wants to play a single player game without creating an account. Given: Landing page for user Estimated Time: 4 days	When: Users selects Quick game -User is redirected to a rules page. -User selects start game -User is redirected to single player game	Qhamani Mqwebedu –Creating landing page and start button. Sandile Kunene – checking if user is signed in or not
	As a user, I need to be able to sign out of the account if I am signed in. Scenario: The user wants to terminate their session. Estimated time: 1 day	When: User clicks sign out button -User is directed to landing page -User can login again by clicking the login button in landing page.	Sandile Kunene– redirecting the user to the login page when they sign out
	As a user, I need to be able to change my account details. Scenario: The user wants to update their account details and use them to log in Given: An update info tab on the navigation bar Estimated time: 2 days	When: User clicks on the update info tab on the navigation bar -User is directed to update page - User can change their email address, username, or password. - Once done the user is redirected to the login page.	James Zungunde – capturing the new details of the user and storing them on the database

As a user, I need to see an on-screen keyboard	As a user, I need to be able to use the on-screen keyboard to play the game. Scenario: The user cannot access their physical keyboard. Estimated time: 4 days	When: User clicks on the virtual keyboard -User's selected key is displayed on the screen - User can click 'Delete' to delete letters on the screen. -User can click 'Enter' to capture their guessed word.	James Zungunde - creating the on-screen keyboard
	As a user, I want to be able to select the difficult level of the wordle game. Scenario: A kid wants to play the wordle game. Given: A levels page. Estimated time: 4 days	When: User selects a level of difficulty -A word is retrieved from the appropriate for the selected level database -The retrieved word becomes the word the user must guess correctly	Sandile Kunene– Checking which level the user selected and redirecting the user to the selected level
As a user I want the option to player Multi-player online matches	As a player, I need to host other players Scenario: The user wants to host a game and play against other players. Given: A multiplayer page. Estimated time: 4 days	When the user chooses the multi-player mode and hosts. -player clicks host button -The player should wait there for another player until a certain time elapses and they can make the request again.	Stallon Matindike– Players are paired together and redirected to multiplayer game mode.
	As a player, I need to be able to join a game.	When a player chooses to join a game.	Qhamani Mqwebedu- Multiplayer game mode page

	Scenario: The user wants to host a game and play against other players. Given: A multiplayer page and host page Estimated time: 4 days	-The player is redirected to the host's page. -The player sees available hosts -The player is redirected to the wordle game	
As a player, I need to be told if I have won or lost	As a player, I need to see the game results Scenario: The user can see the game results after the get the correct word or once they have used all their chances Given results page Estimated time: 3 days	When the user gets the correct words: -the user is redirected to the results page, shows the player has won When the user gets the incorrect words: - the user is redirected to the results page, which shows the player has lost	Qhamani Mqwebedu–creating the results page.

As a user I want the option to choose different Game Levels corresponding to my game experience	As a player, I need to be able to choose an easy level Scenario: The user is a beginner wants an easy to get feel for the game Given: Web page with a tutorial/beginner	When the user selects beginner Level option: -User must be redirected to beginner game level - User has a lot of game hints -User has to guess word from a very word list containing easy and simple common words	Mhlengeni Miya- creating the web page for tutorial game level
	As a player, I need to be able to choose an intermediate level	When the user selects intermediate Level option:	Mhlengeni Miya- creating the web page for intermediate game level

	Scenario: The user is a not a beginner or a pro, wants a level not to easy but not too difficult Given: Web page with an intermediate Level	-User must be redirected to intermediate game level - User has one hint -User has to guess word from a word list containing more challenging words (when compared to beginner level)	
	As a player, I need to be able to choose a challenging level Scenario: The user is a seasoned player and wants a challenging level Given: Web page with a Difficult Level	-User must be redirected to intermediate game level - User has one hint -User has to guess word from a word list containing more challenging words (when compared to beginner level)	Mhlengeni Miya- creating the web page for difficult game level