

<u>User Story</u>	<u>Acceptance Criteria</u>	<u>Priority</u>	<u>Estimate</u>
As an indie developer, I would like to be able to create an account and upload games to be playtested, so that I could see all the games I have uploaded, and easily view new feedback in a single location.	Given that a developer creates an account on the website, when they upload a game then the developer should be able to view the game, and all feedback on it, from their profile page.	High	Should take around a couple weeks to develop the profile, which will have pages to view the developer's games and feedback on them.
As an indie developer, I would like to be able to create surveys and assign playtesters to my games, so that I can collect feedback and responses in order to better improve my game.	Given that a developer has uploaded a game, when they have enlisted playtesters, then the developer should be able to view feedback on the game given by playtesters.	High	Should take around a couple weeks to develop the front-end and back-end for the surveys itself.
As an administrator, I would like to be able to view reviews, games, and other user conduct on the web-app, and be able to warn or punish playtesters and developers if they have violated certain rules, so that the application remains well managed and easy to work with.	Given that a user is confirmed as the administrator upon logging in, when they see conduct by users that breaks the rules of the website, then they should be able to warn or punish their accounts.	Medium	Should take a week to create a system for warning and banning accounts.
As an administrator, I would like to be able to manage the subscription service for users and be able to be contacted if users have concerns regarding their subscription.	Given that a user is confirmed as the administrator, when they log in and view their inbox, then they should be able to send and receive messages between them and users.	Low	Should take 2 weeks to make a mail system.

As a playtester, I would like to be able to view all games uploaded by developers, search for and filter to find games that match my preferences, and request to playtest them.	Given that the playtester has made an account, when they view the search page, they should be able to see games made by developers, filter them using the provided options, and request to playtest games they are interested in.	Medium	Should take a few weeks to create the required pages.
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