

For this assignment, we chose the Trivial Pursuit 25<sup>th</sup> Anniversary Edition board game. Below are the user stories we thought were the most relevant to include. Please note that we referred to the person whose turn it is to play as the Player.

	User stories	Normal scenario	Alternate scenario	Error scenario	
1	New user installs the game	New user attempts to install the game by inserting a CD into his computer that meets the minimum requirements of the software (memory space, OS version...).	New user attempts to install the game by downloading it from the Internet. His computer meets the minimum requirements of the software (memory space, OS version...).	New user attempts to install the game on his computer. His computer doesn't have enough memory space or the correct OS version.	
2	User chooses to start a new game	New user chooses to read the tutorial: "How to play the 25th Anniversary Edition of Trivial Pursuit" before entering the New Game Setup.	Regular user already knows the rules of Trivial Pursuit and wants to start playing; he immediately enters the New Game Setup.	None.	New Game Setup
3	New user decides the number of players	New user inserts the number of players in the game between 2 and 6.	New user decides to play against the computer.	New user attempts to enter a number of players smaller than 2 or greater than 6.	
4	Player chooses difficulty of game	Player can choose between easy, moderate or hard questions.	Player can choose to let the die decide of the difficulty of every question separately: a score of 1 or 2 is an easy question; a score of 3 or 4 is a moderate question and a score of 5 or 6 is a hard question.	Player attempts to go to the next page of the setup without choosing an option.	
5	Player chooses the type of game	As this is the special 25th Anniversary Edition of Trivial Pursuit, player decides to play with the latest feature: The Twist.	Conventional player decides to play the regular version of Trivial Pursuit.	Player attempts to go to the next page of the setup without choosing an option.	
6	Player enters his name	Player enters his name using the keyboard and validates it.	Player chooses the letters on the screen using the mouse and validates it.	Player enters a blank name or a name that is already used by another player.	

7	Player chooses the color of his scoring token	Player chooses one of the six colors: pink, orange, yellow, blue, purple or green.	None.	Player chooses a color that has already been picked by another player.	
8	Player decides who starts to play	Player rolls the die: the player with the highest score starts the game.	Player rolls a number that has already been rolled by another player.	None.	
9	Regular user chooses to load a game	Regular user chooses in the list of previously saved games.	Regular user browses for the saved game he wants to load.	There are no previously saved games to load.	
10	Regular user chooses to delete a previously saved game	Regular user chooses in the list of previously saved games.	Regular user browses for the saved game he wants to delete.	There are no previously saved games to delete.	
11	Player starts his turn	Player rolls the die and moves his scoring token in the desired direction landing on a question space.	Player rolls the die and moves his scoring token in the desired direction landing on a wedge space.	Player rolls the die and moves his scoring token while retracing his steps on the same roll: e.g. Rolling a 5 and moving 3 spaces clockwise and 2 counter-clockwise.	One Turn in the Game
			Player rolls the die and moves his scoring token in the desired direction landing on a roll again space.		
12	Player lands on a question space	Player answers the question correctly and can restart his turn.	Player gives a wrong answer to the question and passes the die to the next player.	Player attempts to enter a blank answer.	
			Time runs out before the player gives an answer and the die is passed to the next player.	Player attempts to roll the die without answering the question.	
13	Player lands on a roll again space	Player restarts his turn.	None.	None.	
14	Player lands on a wedge space	Player answers the question correctly, wins the scoring wedge corresponding to the question color and can restart his turn.	Player answers the question correctly but already has the corresponding scoring wedge. He can restart his turn.	Player attempts to enter a blank answer.	
			Player gives a wrong answer to the question and passes the die to the next player.	Player attempts to roll the die without answering the question.	

			Time runs out before the player gives an answer and the die is passed to the next player.		
15	Player has collected all six wedges	After rolling the die, the player lands on the center space of the board with an exact count.	After rolling the die, the player overshoots with the die roll and doesn't land on the center space. He lands on a question space.	None.	Winning the Game
16	Opponents choose a category for player's final question	Opponents choose one of the six categories: Geography, Entertainment, History, Art & Literature, Science & Nature, and Sport & Leisure.	Opponents choose to let the computer randomly select a category.	None.	
17	Player is on the center space with all six wedges	Player is asked a question from a category chosen by his opponents.	Player is asked a question randomly generated by the computer.	None.	
18	Player answers final question correctly	Player wins the game and chooses to end the game.	Player wins the game and chooses to let his opponents continue playing.	None.	
19	Player doesn't answer final question correctly	Player passes the die. On his next turn, player leaves center space before trying to access it again.	None.	Player passes the die. On his next turn, player tries to answer final question again.	
20	Players view statistics of the game	At the end of the game, players view the statistics of the game: the total number of correctly answered questions, the number of correctly answered questions by categories...	Players skip the statistics and end the game directly.	None.	

21	Player answers a question correctly while having chosen to play with the twist	Player moves his track pawn clockwise around the bonus track by one space if he answered an easy question, by two spaces if he answered a moderate question and by three spaces if he answered a hard question.	None.	Player attempts to move his track pawn counter-clockwise around the bonus track.
22	Player lands on a wedge space and is called to a face-off by an opponent who already has the wedge	Opponent's track pawn is in the "Face-Off Zone" and is calling a face-off for the first time. Player answers correctly, receives the wedge and can restart his turn.	Opponent's track pawn is in the "Face-Off Zone" and is calling a face-off for the first time. Opponent answers first and correctly. Nobody gets the wedge and the game goes on.	Opponent's track pawn is not in the "Face-Off Zone".
			Opponent's track pawn is in the "Face-Off Zone" and is calling a face-off for the first time. Player answers first but wrong. Opponent has a shot at answering.	Opponent's track pawn is in the "Face-Off Zone" but has already called a face-off once.
23	Player lands on a wedge space and is called to a face-off by an opponent who doesn't have the wedge	Opponent's track pawn is in the "Face-Off Zone" and is calling a face-off for the first time. Player answers correctly, receives the wedge and can restart his turn.	Opponent's track pawn is in the "Face-Off Zone" and is calling a face-off for the first time. Opponent answers first and correctly. He gets the wedge and the game goes on.	Opponent's track pawn is not in the "Face-Off Zone".
			Opponent's track pawn is in the "Face-Off Zone" and is calling a face-off for the first time. Player answers first but wrong. Opponent has a shot at answering.	Opponent's track pawn is in the "Face-Off Zone" but has already called a face-off once.
24	Player's track pawn is in the "Slow It Down Zone"	Player chooses to slow down one of his opponents for the first time by moving his scoring token.	Player chooses not to slow down one of his opponents on this turn.	Player has already slowed one of his opponents down and attempts to do it again.

25	Player's track pawn is in the "Easy Cheesy Zone" and lands on a wedge space for the first time	Player chooses to be asked an easy question for this category.	Player chooses not to be asked an easy question for this category.	None.	
26	Player's track pawn is in the "Easy Cheesy Zone" and lands on a wedge space for the second time	Player had passed the easy question on his first time around and chooses to be asked the easy question for this category.	Player chooses not to be asked an easy question for this category.	Player attempts to be asked an easy question for this category but has already done it on his last turn.	
27	Player's track pawn stops on the only space of the "Freebie Zone"	Player chooses the color of the wedge he would like to receive freely.	Player chooses not to receive a free wedge.	Player chooses the color of a wedge he already has.	
28	Player's track pawn passes by the only space of the "Freebie Zone"	Player chooses the color of the wedge he would like to receive freely.	Player chooses not to receive a free wedge.	Player chooses the color of a wedge he already has.	
29	Player leaves the game voluntarily	Player quits the game before it ends; the other players continue to play.	Player's opponent is the computer and the game ends.	None.	
30	Player saves the game	Player chooses a title for the game and adds it to the list of saved games.	Player chooses to overwrite a previously saved game.	Player attempts to save the game without setting the title.	
31	User views the overall rankings	User accesses the rankings of all games played.	None.	There are no previously played games.	
32	User resets the rankings	User decides to reset the rankings.	None.	User resets empty rankings.	
33	User downloads updates	User decides to let the software automatically download the updates when they are available.	User accesses the website of the game to download new updates.	User attempts to download updates that are incompatible with its software.	
34	User uninstalls the game	User uninstalls the software and deletes all the saved games.	User uninstalls the software but keeps the saved games in a folder.	User attempts to uninstall while he is playing a game.	
35	User quickly loads a game	User wants to load a game in less than 5 seconds 80% of the time.	None.	None.	Non-Functional Requirements
36	User quickly saves a game	User wants to save a game in less than 5 seconds 80% of the time.	None.	None.	

<b>37</b>	User quickly deletes a game	User wants to delete a game in less than 5 seconds 80% of the time.	None.	None.
<b>38</b>	Manufacturer protects his game	Manufacturer does not want the software CD to be copied illegally.	Manufacturer does not want the game to be downloaded and played without a purchased license.	None.
<b>39</b>	User plays on different environments	User wants to play the game on his Windows machine.	User wants to play the game on his Macintosh machine.	None.
<b>40</b>	User plays on different computers	User wants to download the game on more than one computer and play with the same CD.	None.	User attempts to use the same license on more than one computer.