

User Story #1 Level Editor

As the president of the *Asociación Mexicana de Videojuegos*
I want the player to edit levels and its elements
to offer a tool for the creation of video-games.

Validation:

- Levels can be edited tile-by-tile.
- Additional elements (items, enemies, decorations) can be added to a level.
- The characteristics of enemies (HP, damage, speed) can be edited.

Value: 1000.

Priority: 1.

Estimate: 3 weeks.

User Story #2 Level Saving

As the president of the *Asociación Mexicana de Videojuegos*
I want the players to be able to save their levels locally
to have an accessible and permanent record of all created and saved levels by the player.

Validation:

- Have an option to save a created level in-game.
- Check that all the data of a created level is stored in a local database.

Value: 1000.

Priority: 1.

Estimate: 4 weeks.

User Story #3 Database Design

As a representative of the *Asociación Mexicana de Videojuegos*
I want the database utilized by the game to be relational in design and in third normal form
to be able to make modifications to the database without compromising the data in it with discrepancies or redundancies.

Validation:

- Check that the database contains multiple relations connected by foreign keys.
- Check that the database is in third normal form.
- Check that no register is repeated in the database.

Value: 200.

Priority: 2.

Estimate: 1 week.

User Story #4 Online Database

As the president of the *Asociación Mexicana de Videojuegos*
I want the database utilized by the game to be hosted in an online server
to be able to access the data remotely as a player or developer.

Validation:

- Check that the database is hosted in an online server.
- The online database contains all of the game's data.
- The online database can be accessed through any computer that has the required permissions.

Value: 500.

Priority: 2.

Estimate: 2 weeks.

User Story #5 Level Uploading

As the president of the *Asociación Mexicana de Videojuegos*
I want the players to be able to upload their levels to the online database
to have an accessible and permanent record of all created and uploaded levels by all users.

Validation:

- Have an option to upload a created level in-game.
- Check that all the data of a created and uploaded level is stored in the online database.

Value: 1000.

Priority: 1.

Estimate: 4 weeks.

User Story #6 Level Download

As the president of the *Asociación Mexicana de Videojuegos*

I want the players to be able to download levels uploaded by other players to the online database **to** generate interaction between players and allow for the creation of more content by them.

Validation:

- There is a screen to download levels in-game.
- A player can find all levels uploaded to the database in-game.
- Selecting a level from the download screen downloads that level to their game.
- Downloaded levels can be edited or played.

Value: 500.

Priority: 2.

Estimate: 4 weeks.

User Story #7 Combat System

As the president of the *Asociación Mexicana de Videojuegos*
I want the gameplay of the game to include a basic combat system
to make the game fun and attractive to play.

Validation:

- The player can perform a basic attack.
- The player can use spells/abilities.
- The player can dash.

Value: 200.

Priority: 3.

Estimate: 1 week.

User Story #8 Weapon Variety

As representative of the *Asociación Mexicana de Videojuegos*

I want the game to offer a small variety of weapons

to make the game editing more interesting and allow for inventory progression.

Validation:

- There are a minimum of 3 different weapons in the game.
- There is a “light” weapon.
- There is a “heavy” weapon.
- There is a ranged weapon.

Value: 100.

Priority: 4.

Estimate: 1 week.

User Story #9 Enemies

As a representative of the *Asociación Mexicana de Videojuegos*
I want there to be a variety of enemies that can be placed and modified
to create a sense of varying challenge across levels

Validation:

- There is a minimum of 4 different enemies
- There is a boss-type enemy
- There is a ranged enemy
- Enemies can have their parameters modified by creators

Value: 400.

Priority: 3.

Estimate: 1 week

User Story #10 Objective

As representative of the *Asociación Mexicana de Videojuegos*
I want the player to pass a level y reaching a certain point
to motivate the player to keep playing.

Validation:

- A level ends once a certain part of a level is reached. This displays a victory screen.
- The player can edit where the level ending is.
- The player can die before reaching the objective if their HP reaches 0.

Value: 200.

Priority: 3.

Estimate: 1 week.

User Story #11 Monster Spawning

As the president of the *Asociación Mexicana de Videojuegos*
I want creators to be able to place a monster spawner the will place monsters periodically
to give levels some longevity and challenge

Validation:

- Enemy spawners can be placed instead of individual enemies
- Enemy parameters can be modified from the spawner itself

Value: 200.

Priority: 4.

Estimate: 1 week

User Story #12 Game Use Data

As the president of the *Asociación Mexicana de Videojuegos*
I want statistics on the use of the game by its players to be tracked
to learn useful information about their tendencies.

Validation:

- Statistics (time spent on a level, most frequently used enemies, percentage of people who passed the level) are actively tracked and recorded on the database.

Value: 500.

Priority: 2.

Estimate: 3 weeks.

User Story #13 Hosting the Game on a Webpage

As the president of the *Asociación Mexicana de Videojuegos*
I want the game to be available to play by anyone on a webpage
to make it easily accessible to all players.

Validation:

- Check that the game can be played on a webpage through any computer.

Value: 1000.

Priority: 1.

Estimate: 4 weeks.

User Story #14 Displaying Statistics

As the president of the *Asociación Mexicana de Videojuegos*
I want the tracked statistics on the use of the game to be displayed visually on the hosting webpage
to make the statistics easily accessible to any user.

Validation:

- All tracked statistics are displayed in a visual and meaningful manner on the hosting webpage.

Value: 500.

Priority: 2.

Estimate: 2 weeks.

User Story #15 User Authentication

As the president of the *Asociación Mexicana de Videojuegos*
I want player information to be stored in relation to an account
to maximize security and track statistics

Validation:

- Players can log in using an email and password
- Information about the player is remembered across play sessions

Value: 1000.

Priority: 1.

Estimate: 3 weeks

Template

User Story #*ID* *Título*

As ...
I want ...
to ...

Validation:

- ...
- ...

Value: ...

Priority: ...

Estimate: ...