Milestone 1

You should have all your user stories entered into the issue board on your GitLab repository. You may continue to use the board between the deadline and your tutor's assessment, but they will be looking at the dates issues were modified to make sure you did the work that was required of you prior to the deadline.

Stories Unambiguous and clear user stories with concrete acceptance criteria
Planning User stories have appropriate story point values and priorities

Epic story 1
As a player I am able to move around in the dungeon and get to an exit.

ID: US1
Name: Player movement
Description : As a player, I can move in the dungeon. So that I can go to any destination that I can go.
Acceptance Criteria:
1. Direction should be up, down, left, and right into adjacent squares
2. The player should perform the movement according to the command
3. The player should not be able to walk through a wall.
Story point: 1 points (1 point = 1 day)
Priority: High

ID: US2
Name: complete goals
Description: As a player, I should be able to complete the game only if I complete all the goals, so that the game has higher playability for me.
AC:
1. Goals including: Getting to an exit, destroying all enemies, having a boulder on all floor switches and collecting all treasure.
2. More complex goals can be built by logically composing basic goals such as AND and OR.
3. If getting to an exit is one of a conjunction of conditions, it must be done last.
Story point: 2
Priority: High

Epic Story 2.
As a player I should be able to interact with non-movable object in the environment.

ID: US 3
Name: Interact with door
Description : As a player I should be able to open doors so that I can go to the place I want.
Acceptance Criteria:
1. The door can only be open if the player carries the corresponding key.
2. The door can be opened by the player when they move through it.

3. If the door is opened, it will remain the state.
4. The number of doors should be more than 3 within a level.
5. Opened door can be passed through by any movable objects such as players, enemies and boulders.

Story point: 0.5
Priority: hi

ID: US4
Name: Interact with keys
Description: As a player, I should be able to pick up keys so that I can unlock doors.
Acceptance Criteria:
1. Only one key can be carried by player at a time.
2. Only a door have lock consumes key.
3. Only one door has a lock that fits the key.
4. After used once the key will be disappeared.

Story point: 0.5
Priority: med

ID: US5
Name: Wall
Description : As a player, I should be blocked by walls so that I have limited space to walk on.
Acceptance Criteria:
1. The wall will block the movement of the player, enemies and boulders.
2. Walls should form a closed space in dungeon.

Story point: 0.5
Priority: hi

ID: US6
Name: Portal
Description: As a player, I should be able to be teleported through portal so that I can cross through the wall (?)
Acceptance Criteria:
1. There is no "entering side" or "exiting side" for portal.
2. The number of portal should always be even.
3. Movable objects and people should be able to be teleported to the corresponding portal.

Story point: 2
Priority: lo

ID: US7
Name: Exit

Description: As a player, I should be able to go through an exit so that I know where I should go in the game.
Accptance Criteria:
1. A game should have at most one exit at a time.
2. Exit has to be part of the wall.
Story point: 0.5
Priority: hi

Epic Story 3.
As a player I should be able to destroy enemies so that I can safely reach my destination without failure.

ID: US8
Name: Enemy
Description: As a player, I should be able to be attacked by enemies so that the game can be more exciting for me.
Acceptance Criteria:
1. Enemy should be able to move toward the player constantly, stopping if it cannot move any closer.
2. When an enemy collide with the player, the player dies immediately.
3. Enemy can be killed by 1 hit from a sword.
4. All enemies will run away from the player when they are invincible.
Story point: 2
Priority: hi

ID: US9
Name: Sword
Description: As a player, I should be able to pick up and use swords, so that I can kill enemies.
Acceptance Criteria:
1. Only one sword can be carried by player at once.
2. Each sword is only capable of 5 hits and disappears after that.
3. Killing an enemy consumes 1 hit of the sword.
Story point: 1.5
Priority: hi

ID: US10
Name: invincibility potion
Description : As a player, I should be able to drink the invincible potion and become invisible, so that I can fight against enemy more easily.
Acceptance Criteria:
1. The potion can be picked up and consumed immediately by player.
2. Once the player picks up invincible potion, they become invincible to enemies.
3. Colliding with an enemy should result in their immediate destruction when the player is invincible.

4. The effect of the potion only lasts a limited time.

Story point: 3
Priority: lo

Epic Story 4.
As a player I should be able to trigger floor switch with boulder

ID: US11
Name: Boulder object

Description : As a player, I should be able to move the boulder so that I can trigger floor switches.

Acceptance Criteria:
1. Boulder acts like a wall for everything except for player (i.e. it should block movable objects).
2. Boulder can be pushed by the player into adjacent squares.
3. Only one boulder can be pushed by player at a time.
4. Boulder is unable to be pushed if there's other object next to it on the direction that the player push toward.

Story point: 1.5
Priority: medium

ID: US12
Name: Floor switches

Description : As a player, I should be able to trigger floor switches with boulders, so that I can achieve my goals.

Acceptance Criteria:
1. It behave as empty squares, so other entities can appear on top of them.
2. When boulder is pushed onto a switch, the switch will be triggered.
3. when boulder is pushed off from the switch, the switch will bel untriggered.

Story point: 1
Priority: medium

Epic Story 5.
As a player I should be able to collect treasure

ID: US13
Name: Tressure

Description: As a player, I should be able to collect treasures so that I can complete goals.

Acceptance Criteria:
1. Treasure can be picked up by player once the player reach it.
2. Player can carry multiple treasure at a time.

Story point: 1
Priority: medium