The Future Of Betrayal Online

#### By Nobody (Team 3: Caleb Corlett, Ryan Nodarse, Patrick Storer, Ethan Wyman)

### Unfinished User Stories For Betrayal Online (as of Sunday 4-21-2024)

| 1 | As a player, I want to spectate the game after death so that I can see the game’s outcome |
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| 2 | As a player, I want to see past effects on my character so that I can understand its current state |
| 3 | As a player, I want to see recent actions so that I can understand others’ behavior |
| 4 | As a player, I want to see a room’s effects so that I can decide if I want to enter |
| 5 | As a player, I want to play a tutorial so that I can learn how to play the game. |
| 6 | As a player, I want to see my local gameplay stats (games played, times died, etc.) so that I can see, in number form, how my games tend to go |
| 7 | As a player, I want to create a custom character (with stats) so that I can create a bit of investment into the world and game |
| 8 | As a player, I want a place to view the character lore, so that I can immerse myself more in the world and lore |
| 9 | As a player, I want the game elements to evolve as the phase changes so that I feel a difference between the peaceful Exploration Phase and the more chaotic Haunt Phase |
| 10 | As a player, I want to be able to view the current state of the Haunt Timer at so that I’m able to make tactical decisions about how to play |
| 11 | As a player, I want to be able to change the volume in a settings menu to make the game experience more comfortable with my particular setup |
| 12 | As a player, I want to be able to have an “inventory” to keep track of my items and what they do |
| 14 | As a player, I want to have a reviewable ruleset to remember my win/loss condition |
| 16 | As a player, I want to have the option to change the size of the font in the game |
| 17 | As a player, I want to be able to invite friends to my game to play local multiplayer |
| 18 | As a player, I want to have a menu for modifiers/house rules before setting up the game |
| 19 | As a player, I want to be able to have the ability to pause the game when playing with NPCs |
| 21 | As a player, I want to be able to select my own character |

\*18/27 User Stories remaining

The Plan For The Remaining 18 User Stories:

Early on in the first couple weeks of the semester, our group voted on what to use as a game engine for our project, which we chose to be Pygame Zero due to its ease of use and its 2D nature. Pygame Zero is a fairly new and simplified version of Pygame, designed for education, that reduces boilerplate code and offers simplified objects to shorten the time required to make a game. Fairly quickly into the project, Pygame Zero’s limitations started to become apparent and fairly drastic workarounds were needed. Probably the biggest limitation we ran into is Pygame Zero’s custom command line entrypoint, which was only intended to be used with projects based entirely within a single, main, python module; any imported modules would not be able to access Pygame Zero’s unique objects for manipulating things on the screen. To get around this, we had a bourne script as the entrypoint for our container which concatenated our modules into a single .py file and ran that with Pygame Zero’s entrypoint. Over time, we started to use more and more vanilla Pygame objects and methods to do things that Pygame Zero doesn’t offer support for (which sometimes caused Pygame Zero stuff to break or behave unexpectedly), so for future development of Betrayal Online, we would need to spend some time refactoring to switch reliance completely to vanilla Pygame and away from Pygame Zero to continue development on any of the remaining User Stories.

Throughout development of Betrayal Online, our User Stories have included development of features that were great opportunities to learn valuable software development skills, skills like implementing a database and identifying uses for various design patterns, and implementing some of our remaining User Stories would be great ways to learn other valuable skills. As of now, none of us have any plans to work on this project further but when the semester is finished, we will clone the repo into a corporation github account so if any of us wish to work on this project and develop any of these User Stories (US-1,3,10,12,17,21 (6 User Stories)) as a way to practice some of these skills, they will be able to do so. However, this project will probably never be finished, and some of these User Stories (US-2,4,5,6,7,8,9,11,14,16,18,19 (12 User Stories)) will probably never see any work done on them in the future.