User Stories for System TwitterNethack

Assignment in the course PA1415 Software Design

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System Description

The goal of this system is to create a game based on the idea of the game Nethack. The system shall adopt the rules of the original Nethack to keep its flare.

The most interesting feature for the system is the map generation where the maps can be generated with the Twitter API. The map generation can also work offline without the usage of the Twitter API.

The system also includes multiplayer support. User are able to access games online via the internet or offline via a LAN.

High-level Epics

Motivation for priority

The most important user story should be the one that gives us the idea of what the system should be and/or what it should look like, in this case it is User Story **IdE1**, this high level epic states that the system is a game based on the idea of the existing game Nethack. The next three epics in prioritization tell us about what the system must have to function as requested. The rest of the high level epics are rather similar on an importance level since they are more on a gameplay level rather than functionality level.

Epics

1. **IdE1 -** As the software owner I want to have a NetHack clone in 2D with an Retro art style to attract players that enjoy nostalgic games.
2. **IdE2 -** As the software owner I want the maps to be randomly generated so that the players can have different experiences.
3. **IdE3 -** As the software owner I want the game to be playable online so that the game can be played with more than just one player.
4. **IdE4 -** As a player I want to be able to save my current progress so that I can continue playing at a different time.
5. **IdE5 -** As a player I want to be able to talk, fight and trade with other players and every NPC's so that I can have different kinds of ways to play the game.
6. **IdE6 -** As a player I want to be able to use items so that I can alter/trigger events in the game.
7. **IdE7 -** As a player I want the game to have a variety of classes so that I can choose to play the game in different ways.

User Stories and Epics

Motivation for priority

Similar to the previous section we aim to prioritize functionality over gameplay elements if that is possible.

It is more important to have a version we can present which has working key elements rather than we have for example managed to build a perfectly working character customization management.

User stories and Epics

IdE1 - As the software owner I want to have a NetHack clone in 2D with an Retro art style to attract players that enjoy nostalgic games.

IdE1 Conditions of Satisfaction

- The system has the same feel to it as the original Nethack when users are playing the game
- The system shows game elements in an 2D Retro art style when users are playing the game

Breakdown of IdE1:

IdE1s1 - As a player I want to start playing by creating a new game so that I can start exploring a new map.

IdE1s1 Conditions of Satisfaction

- The system initiates a new game when the player presses the start button
- The system asks the player how to generate the map

IdE1s2 - As a player I want to load a previous game so that I can continue adventuring.

IdE1s2 Conditions of Satisfaction

- The system loads the game when the player selects a save file and press the load button
- The system prompts an error message if there was no file
- The system prompts an error message if the file is corrupt

IdE1s3 - As the software owner I want the game to be restricted by the original NetHack rule set so that the new game will keep the original game's feel.

IdE1s3 Conditions of Satisfaction

- The system provides all the rules from the original Nethack.
- The game does not include new rules other than the original Nethack rules.

IdE1s4 - As the software owner I want the background music and event music to fit with the current environment and event so that the player will have an enriched gaming experience.

IdE1s4 Conditions of Satisfaction
- The music is fitting to given scenario
- The music genre is retro

IdE1s5 - As the software owner I want new players have an easy introduction to the game so that they will not be confused.

IdE1s5 Conditions of Satisfaction
- Clear and direct tips help the player to understand
- You can disable tips/tutorial
- Everything a player needs to know is covered

IdE1s6 - As the software owner I want the game to have an increasing difficulty so that the game will not be too easy.

IdE1s6 Conditions of Satisfaction
- Players feel like they are challenged.
- There is no cap for difficulty

IdE1s7 - As a player I want to be able to track recent events so that I can make decisions around that information.

IdE1s7 Conditions of Satisfaction
- The system shows a log of recent events when the player enters the proper command

IdE1s8 - As a player I want to be able to see a list of commands I can use so that I don't have to memorize all of them.

IdE1s8 Conditions of Satisfaction

- The system shows a list of usable commands when the player enters the proper command

IdE2 - As the software owner I want the maps to be randomly generated so that the players can have different experiences.

IdE2 Conditions of Satisfaction
- The system generates different unique maps when a player starts a new game
- The system generates different unique levels when a player advances to a new one

Breakdown of IdE2:

IdE2s1 - As the software owner I want to have randomly generated levels to increase the game's replay value.

IdE2s1 Conditions of Satisfaction
- A level is randomly generated when a player enters a new level

IdE2s2 - As the software owner I want to have maps generated through the Twitter API so that the game has an exciting element many players can partake of.

IdE2s2 Conditions of Satisfaction
- A level is generated if the player provides a proper input for the Twitter API, ex. a hashtag.

IdE2s3 - As the software owner I want to have a way to generate a map without the Twitter API so that players that do not have an internet connection can play.

IdE2s3 Conditions of Satisfaction
- A level is generated if there is no internet connection available
- A level is generated if the user choses to play without the map generation through the Twitter API

IdE3 - As the software owner I want the game to be playable online so that the game can be played with more than just one player.

IdE3 Conditions of Satisfaction
- The system establishes a connection between players when they try to join an existing game online

- The system outputs an connection error message if the player try to join an existing game online and the connection was not established

Breakdown of IdE3:

IdE3s1 - As a player I want to start playing the game by joining an existing one so that I can play with friends.

IdE3s1 Conditions of Satisfaction

- The system will establish a connection and load the game when the player presses the join button
- The system prompts an error message if there was no connection

IdE3s2 - As a player I want a way to communicate with other players so that I can strategize.

IdE3s2 Conditions of Satisfaction

- chat is visible for all players
- players that curse invoke the profanity filter

IdE3s3 - As a customer I want a way to filter profanity to reduce the amount of toxicity.

IdE3s3 Conditions of Satisfaction

- If a curse word is used it is changed to some gibberish
- If racist slur is used it is changed to gibberish

IdE3s4 - As a customer I want the players be able to compete against each other so that they feel more engaged in continuing playing.

IdE3s4 Conditions of Satisfaction

- The leaderboard is shown in chat if the proper command is provided
- The player's current rank is shown in chat if the proper command is provided

IdE3s5 - As a player I want to show an item to other players in case they might have interest to trade.

IdE3s5 Conditions of Satisfaction

- The item is shown in chat when proper key combinations are provided

IdE4 - As a player I want to be able to save my current progress so that I can continue playing at a different time.

IdE4 Conditions of Satisfaction

- The system creates a save file when the player presses the save button
- The system prompts an error message when the player presses the save button and the save file could not be created

IdE5 - As a player I want to be able to talk, fight and trade with other players and every NPC's so that I can have different kinds of ways to play the game.

IdE5 Conditions of Satisfaction

- The system prompts a dialog message box containing the choices talk, fight and trade when a player right clicks on an entity/player
- The system initiates a dialogue between the player and entity/player when the player clicks the talk option from the dialog message box
- The system initiates a fight between the player and entity/player when the player clicks the fight option from the dialog message box
- The system initiates a trade between the player and entity/player when the player clicks the trade option from the dialog message box

IdE6 - As a player I want to be able to use items so that I can alter/trigger events in the game.

IdE6 Conditions of Satisfaction

- The system prompts a message containing the consequences when the player uses an item

IdE7 - As a player I want the game to have a variety of classes so that I can choose to play the game in different ways.

IdE7 Conditions of Satisfaction

- The system shows a variety of different classes when the player is in character creation
- The system creates the player's character with starting attributes accordingly to the class when the player has chosen a certain class and pressed the start game button

References

C. Larman, Applying UML and Patterns, 3rd Edition, Chapters:

4. Inception is Not the Requirements Phase

5. Evolutionary Requirements

6. Use Cases

7. Other Requirements