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| **Sr. No.** | **User Stories** | **Acceptance Criteria** |
| 1 | As a player,  **I want** to encounter environmental hazards that require puzzle-solving skills,  **So that** I can progress in the game. | **Scenario:** Puzzles in-game area.  **Given** environmental hazards that block the player's path,  **When** the player examines the hazards and finds clues,  **Then** the player can solve the puzzles and overcome the hazards. |
| 2 | As a player,  **I want** to encounter NPCs with their own goals and agendas,  **So that** the game world feels alive and reactive. | **Scenario: Player interactions with NPCs (Non-Playable Characters)**  **Given** NPCs with dynamic behavior and goals,  **When** the player interacts with these NPCs,  **Then** the NPCs' actions and reactions affect the game world and the player's journey. |
| 3 | As a player,  **I want** to encounter unique zombie types that require different strategies to defeat,  **so that** the game remains challenging and engaging. | **Scenario:** The player encounters a zombie that explodes upon death, damaging nearby surroundings.  **Given** the variety of zombie mutations in the game,  **When** the player faces these unique zombies,  **Then** the player must use caution and strategy to defeat them without causing additional harm. |
| 4 | As a player,  **I want** to engage in crafting,  **so that** I can create useful items and tools. | **Scenario:** A player encounters a puzzle and to solve that puzzle an item needs to be created from the crafting table to reach the next level.  **Given** the availability of crafting materials,  **When** the player accesses the crafting menu,  **Then** the player can combine materials to craft items like weapons, tools, and consumables. |
| 5 | As a player,  **I want** to encounter dynamic events that affect the game world,  **So that** the game feels dynamic and unpredictable. | **Scenario:** A horde of zombies invades a previously safe area.  **Given** the game's dynamic event system,  **When** the player is in the affected area,  **Then** the player must adapt to the new threat and find a way to survive. |
| 6 | As a player,  **I want** to strategize my movements,  **So that** I can avoid being overwhelmed by zombies. | **Scenario:** The player enters a room with multiple exits and zombies approaching.  **Given** the player's current position and the zombie locations,  **When** the player plans their route carefully,  **Then** the player successfully avoids the zombies and reaches safety. |
| 7 | As a player,  **I want** to uncover the history of the game world,  **So that** I can understand the events leading up to the zombie outbreak. | **Scenario:** The player finds a series of old newspapers detailing a government cover-up.  **Given** the player's exploration,  **When** the player reads the newspapers,  **Then** the player learns about the conspiracy behind the outbreak. |
| 8 | As a player,  **I want** to encounter unique boss battles,  **So that** I can test my skills against powerful foes. | **Scenario:** The player encounters a mutated zombie with enhanced abilities.  **Given** the unique boss design,  **When** the player engages in battle,  **Then** the player must use strategy and quick reflexes to defeat the boss and progress in the game. |
| 9 | As a player,  **I want** to encounter unique landmarks and locations,  **So that** the game world feels rich and diverse. | **Scenario:** High School Location  **Given** the presence of a variety of locations within the game world, including a high school.  **When** the player explores the high school location.  **Then** the high school should have its own distinct story, perhaps related to survivors who sought refuge or a pivotal event that unfolded during the zombie apocalypse.  **And Then** the location should present specific challenges, such as navigating dark and narrow hallways, solving puzzles related to the school's layout, or encountering unique zombie types that might be tied to the school setting.  **And Then** the high school should offer rewards upon successful exploration, such as valuable resources, clues to progress in the main storyline, or potential new survivors to recruit.  **And Then** the environment within the high school should reflect its narrative, showcasing elements like makeshift barricades, survivor notes, or remnants of previous events that contribute to the overall immersion. |