User Stories for System TwitterNethack  
Assignment in the course PA1415 Programvarudesign <2017-04-06>  
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**System description**  
The system is going to be based around the classic game NetHack. NetHack is a sort of adventure and roleplaying game where you create a character and goes through random generated dungeons. In the dungeons you can meet various different monsters and collect items. The final goal is to find the amulet of Yendor and escape with it alive.

Nethack is a very advanced game and because of this and the limited time we are given, our version of NetHack are not going to include all of the factors that the original has. The functionalities we are going to aim on implementing are:

· An opening screen where you can login join an existing game.

· A screen where you can setup the character.

· Monsters and creatures that freely can move around the dungeons.

· Different items to pick up and drop.

· Multiplayer support.

The random generated dungeons in our NetHack version is going to be created by the Twitter API. Its job is to read certain keywords in Twitter posts and use these to create specific types of monsters and items for every room and or dungeon in the game.

**High-level Epics:**

Order motivation:

1 As a player I want dynamic gameplay so that everytime I play I get an unique experience.

2 As a player I want items to collect so that I can progress and become stronger.

3 As a player I want to customize my character so that I can identify with my character.

**All Epics and User stories:**

1 As a player I want dynamic gameplay so that everytime I play I get an unique experience.

1.1 As a player I want a dynamic map so that the gameplay becomes dynamic and unique.

1.1.1 As a player I want the map to be randomly generated by the Twitter API so that every room/cave/level is unique and intriguing.

1.1.2 As a player I want to be able to interact with the map so that I feel that I can actually affect my gameplay.

1.1.3 As a player I want elements which surprise me so that the experience isn’t predictable.

1.2 As a player I want to meet different characters so that the experience gets more lifelike.

1.2.1 As a player I want different types of enemies which requires different strategies to slay, so that the combat becomes dynamic.

1.2.2 As a player I want friendly NPC’s so that the experience becomes more lifelike and my decisions have a deeper impact on the game world.

1.2.3 As a player I want to meet real players which I can interact with so that the gameplay isn’t predictable.

2 As a player I want items to collect so that I can progress and become stronger.

2.1 As a player I want wieldable weapons so that I get more realistic approach to combat.

2.1.1 As a player I want melee weapons so that I can use different strategies to kill my foes.

2.1.2 As a player I want ranged weapons so that I can kill my foes from a safe distance.

2.2 As a player I want to have the ability to give my character temporary bonuses so that I can make interesting game decisions.

2.3 As a player I want to have equipable armor so that I can protect my character from damage.

2.4 As a player I want resources to collect so that I sell and buy items.

3 As a player I want to customize my character so that I can identify with my character.

3.1 As a player I want to choose gender for my character so that I can get more immersed with my character.

3.2 As a player I want to choose race and class for my character so that I can make my character fit my game style.

**User stories in prioritised order:**

Order motivation:

1. **1.1.1:**Anledning till varför denna user story ligger först är för att på grund av dess Minimum Value Product som den erbjuder.

1.2.1

1.1.2

2.1.1

2.4

2.1.2

2.3

1.2.2

1.1.3

1.2.3

3.2

2.2

3.1

High-Level Epics:

1. As a player I want dynamic changes to the game so that everytime I play I get an unique experience.
2. As a player I want interact with other characters so that the game more dynamic and challenging.
3. As a player I want to have items which are collectible so that my character becomes stronger.
4. As a player I want to customize my character so that I can experience roleplay.
5. As a player I want multiplayer so that I can play and interact with other players.

4 User Stories and Epics

1. As a player I want the map to be randomly generated so that everytime I play I get an unique experience.
2. As a player I want to interact with the map so that the field of progression expands.

**Please note** that the “User Stories and Epics” shall include *both* the remaining epics from section 3 in the document *and* the broken down user stories.

**Please also note** that the user stories from the epics that you break down will probably be interlaced; the least important user stories from the top-most epic need not be more important than the most important user stories from the second epic. You will thus have to review the priorities of *all* user stories against all other user stories and epics.

**Please also also note**, when you go forward you will want each user story to have a unique ID so that you can refer back to them.