**Priority: 1: very low, 2: low, 3: medium, 4: high, 5: very high; 1 Story point = 2hr**

**Epic story1**

**Ensure the player can have basic operation and complete the basic dungeon. (Maze)**

1.1 As a player, I want to be able to move around the map so that I can explore the dungeon.

Acceptance Criteria:

1. The player can move up, down, left, and right into adjacent squares.

2. The player can be blocked by the entities like a wall.

3. The player can know his/her position in the map.

Priority: 5

Story points: 1

1.2 As a player, I want to not cross the wall so that I need to find a way out.

Acceptance Criteria:

1. The player can get the hint/warning and know the wall’s position when they try to walk through the wall.

2. The walls can block the movement of the players, enemies and boulders.

Priority: 5

Story points: 1

1.3 As a player, I want to go through the exit so that I can complete the puzzle.

Acceptance Criteria:

1. There always exist one or more exits in each dungeon.

2. If the player walks to the real exits, the puzzle is complete.

\*3. Exist can be fake.

Priority: 5

Story points: 1

1.4 As a player, I want to be able to interact with the entities so that I can have further challenge.

Acceptance Criteria:

1. The player could pick up the entity when they move into the square containing it.

2. Not all the entities can be picked up.

3. The player can choose not to pick up the entity.

4. The player can check the entities that he has and choose which one to use.

Priority: 5

Story points: 6

**Epic story2**

**Ensure the player to overcome appropriate level barries and challenges in order to complete the dungeon. (medium puzzle)**

2.1 As a player, I want to be able to interact with the door so that I can explore the other places.

Acceptance Criteria:

1. The door can block the movement of players, enemies and boulders.

2. Each door corresponds to one single key.

3. If the player holds the key, they can open the door by moving through it.

4. There are up to 3 doors in each dungeon.

5. Once the door is opened, it remains so.

Priority: 4

Story points: 1

2.2 As a player, I want to be able to use the key so that I can unlocked the door.

Acceptance Criteria:

1. The player can pick up the key when they move to the square containing it.

2. The player can carry only one key at a time, and only one door has a lock that fits.

3. Key will disappear once it be used by the player.

4. The player can drop a key in an empty square, and then pick up another one.

Priority: 4

Story points: 2

2.3 As a player, I want to be able to interact with the boulder so that I can push them around for completing the puzzle.

Acceptance Criteria:

1. Boulder can block the movement of player and enemies.

2. Boulder can be pushed by the player in the adjacent squares

3. The player can only push one boulder at a time

4. The player cannot push a boulder when it’s in the corner or get blocked by a wall

\*5. Boulder can be teleported to a corresponding portal by the Portal.

Priority: 4

Story points: 1

2.4 As a player, I want to be able to trigger the floor switch so that I can achieve my goal.

Acceptance Criteria:

1. All kinds of entity can appear on the top of the floor switch.

2. Once a boulder is pushed onto a floor switch by the player, it is triggered.

3. Push the boulder off the floor switch will untrigger the switch.

\*4. Once the floor switch is triggered, new key, sword or potion may appear.

\*5. Once the floor switch is triggered, new door may appear.

\*6. Once the floor switch is triggered, the final exit may appear on the map.

Priority: 4

Story points: 4

2.5 As a player, I want to be able to interact with the portal so that I can be teleported to the other places.

Acceptance Criteria:

1. The portal will appear in the place that the player can arrive.

2. Each portal has its corresponding portal.

3. Portal will not disappear after the player use it.

4. The player will teleport to the place of the corresponding portal after using it.

5. Portal can also teleport entities like enemies and boulders.

Priority: 3

Story points: 2

**Epic story3**

**Ensure the level of gaming experience and novelty for the player though the PVE battle and game props. (advanced puzzle)**

3.1 As a player, I want to be able to fight with some enemies so that I can have more fun and challenge.

Acceptance Criteria:

1. The enemy moves toward the player constantly.

2. If player meet enemy in the same square without a sword, the player dies.

3. The enemy will stop moving toward the player when player is invincible.

4. The enemy can get blocked by the wall and boulder, and the enemy can use the portal.

Priority: 3

Story points: 5

3.2 As a player, I want to be able to use the sword so that I can kill the enemy.

Acceptance Criteria:

1. Player can pick up and carry one sword at once.

2. Each sword is capable of 5 hits and disappears after that.

3. One hit of the sword is sufficient to destroy any enemy.

4. The player can drop the sword and pick up a new one.

Priority: 3

Story points: 4

3.3 As a player, I want to be able to pick up the invincibility potion so that I can become invincible to enemies.

Acceptance Criteria:

1. If player picks the potion up then they start using the potion

2. The effect of the potion lasts a limited time

3. Colliding with an enemy during this period will kill the enemy

4. The enemy will stop move toward the player within the potency

5. The player can pick up more than one potion

6. If the potions player picks up are different, it has stacking effect

7. If the potions player picks up are the same, the time of effect increase

Priority: 2

Story points: 5

3.4 As a player, I want to be able to collect treasures so that I can achieve goals.

Acceptance Criteria:

1. The treasure will appear on the place that the player can arrive.

2. The treasure can be collected by the player.

\*3. User can spend the treasure to purchase the sword, potion, and the other props.

Priority: 2

Story points: 4