

As a: Casual Gamer

I want: To visualise the game

Because: It will be easier to understand game mechanics and strategise

Priority: 10

Time Estimate: 7

Confirmations:

- A basic bird's eye view perspective
- Ensure different elements of the game are visually distinctive
- Game view should update dynamically as user inputs commands

As a: Experienced Gamer

I want: To control my character using the keyboard

Because: This is a familiar and efficient method to manoeuvre in the game

Priority: 8

Time Estimate: 6

Confirmations:

- UP, DOWN, LEFT, RIGHT keyboards should control the character
- The character should move IMMEDIATELY after button is pressed
- The keyboard should always be responsive when player wants to make a move

As a: Problem Solver

I want: To have an undo feature for my moves

Because: This will make it easier for me to solve the puzzles without having to reset all the time

Priority: 4

Time Estimate: 5

Confirmations:

- Undo should undo one move at a time and just undo the previous move
- Undo should be able to move the player all the way to the start of the puzzle
- Player should be able to undo any legitimate move they made
- There should be an option to completely RESET the game map to original condition

As a: Artist (who enjoys the visual aspects of games)

I want: Animations and interesting looking maps and characters

Because: This will improve my overall experience of the game

Priority: 4

Time Estimate: 9

Confirmations:

- Animations should be smooth
- Background should contain interesting and visually stimulating images
- Bonus: different skins of the game to choose from
- Bonus: character selection/creation
- Bonus: 3D map if possible for interesting visualisation

As a: Hardcore Gamer (who just loves speed runs)

I want: A timer as I play the game

Because: This will tell me how long I took to solve the puzzle

Priority: 4

Time Estimate: 6

Confirmations:

- There should be an option to turn this mode off
- Timer should clearly display the amount of time taken
- Timer should reset for each level

As a: Social Gamer

I want: To be able to play in a multiplayer mode with at least another player

Because: This will allow me and my friends to play and enjoy the game at the same time

Priority: 5

Time Estimate: 7

Confirmations:

- Both players should be able to play at once
- Both players should have access to separate control keys on the keyboard
- Both players should be able to move simultaneously
- The two characters should be visually distinctive
- Two characters should interact on the map (they should not move through each other)

As a: Music Enthusiast

I want: Listen to music as I play the game

Because: This will improve my experience and overall enjoyment

Priority: 5

Time Estimate: 5

Confirmations:

- There should be multiple choices of music
- User should be able to easily choose between song during gameplay
- User should be able to mute music
- (Music should be tasteful and fit the theme of the game)
- Music volume should be alterable
- Bonus: sound effects as the box is pushed, level is complete, etc

As a: Casual Gamer

I want: To be able to move through levels easily (Even without completion)

Because: I don't want to feel stuck on any single level

Priority: 3

Time Estimate: 3

Confirmations:

- There should be a button for skip level
- There should be a button for previous level
- There should be a general button where users can specify the level they wish to jump to

As a: Hardcore Problem Solver

I want: Various difficult levels which are also randomly generated

Because: This will make the game fun and challenging

Priority: 6

Time Estimate: 8

Confirmations:

- Users should be able to select difficult level
- Users should get a random new solvable map of suitable difficulty every time they begin a new game
- The randomly generated map should be unique

As a: Creative

I want: To be able to generate my own maps

Because: I can enjoy creating puzzles and sharing them for others to solve

Priority: 1

Time Estimate: 8

Confirmations:

- Users should be able to access a map edit mode
- Users should be able to play through their own levels
- Users should be able to save and share these levels easily

As a: Hardcore Gamer

I want: To be able to achieve high scores

Because: I can boast my achievements and gain further satisfaction from the game

Priority: 2

Time Estimate: 6

Confirmations:

- There needs to be a points system
- Bonus: Points multipliers
- Points pickups as users are solving the map
- Bonus: Powerups that enhance the character in some way
- Bonus: Different game moves available

As a: Hardcore Gamer

I want: Main menu shortcuts

Because: I want to quickly undo moves etc

Priority: 4

Time Estimate: 2

Confirmations:

- At least the main actual game related buttons need to be mapped to keys e.g. undo
- These keys must be intuitive e.g. U for undo and easily accessible
- These keys cannot be mapped to other already used keys e.g. moveUP

As a: Foreigner

I want: Easily understood icons

Because: I might not understand English icons

Priority: 1

Time Estimate: 5

Confirmations:

- Replace all vital keys with easily understood icons e.g. ? for instructions

As a: Hardcore Gamer

I want: To be able to change resolution

Because: I want to optimise the graphics for my computer

Priority: 1

Time Estimate: 8

Confirmations:

- Allow users to change the resolution to a variety of choices
  - Notably 1080p, 720p
- Allow users to choose graphics settings e.g. high, med, low

As a: Beginner

I want: A tutorial (at least a page)

Because: I want to know how to play the game as a first timer

Priority: 7

Time Estimate: 1

Confirmations:

- Have a button on menu screen which leads to a simple instructions page
- Instructions page should be clear yet concise, allowing all players to understand the objective of the game

As a: Hardcore Gamer

I want: To change controls to those I find more fitting

Because: I want to manoeuvre as quickly as possible

Priority: 1

Time Estimate: 6

Confirmations:

- Allow users to enter a key mapping screen where they can change all the shortcuts to personal preferences
- All keys on keyboard should be able to be mapped



As a: Video Content Creator

I want: To be able to record games and playback them easily

Because: I want to share them

Priority: 1

Time Estimate: 8

Confirmations:

- A record functionality during gameplay, audio and video both recorded