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***Epic story #1 – mid priority***

As a player, I want to be able to go to the game menu page to start the game. I also want to be able to read rules of the game, select the level I want to play and quit the game in the same page. Moreover, I want to be able to go back to the menu page at any time during the game. This epic story can be broken down into 6 user stories.

***User-stories***

* 1. As a player, I want to click the start button in the menu page so that I can start the game.

Acceptance Criteria:

* There should be a start button in the menu page
* Should turn to the first level page if the player clicks the start button
  1. As a player, I want to click the help button in the menu page so that I can read rules of the game.

Acceptance Criteria:

* There should be a help button in the menu page
* Should turn to the help page which shows rules of the game if the player clicks the help button
* There should be a back to menu button in the help page
* Should turn to the menu page if the player clicks the back to menu button
  1. As a player, I want to click the quit button in the menu page so that I can quit the game.

Acceptance Criteria:

* There should be a quit button in the menu page
* The window should be closed if the player clicks the quit button
  1. As a player, I want to click the select level button in the menu page so that I can select and start different levels of the game.

Acceptance Criteria:

* There should be a select level button in the menu page
* Should turn to the select level page if the player clicks the select level button
* There should be buttons of different levels in the select level page
* Should turn to the page of the selected level if the player clicks the button of a particular level
* There should be a back to menu button in the select level page
* Should turn to the menu page if the player clicks the back to menu button
  1. As a player, I want to click the back to menu button in pages of all levels so that I can go back to the menu page.

Acceptance Criteria:

* There should be a back to menu button in pages of all levels
* Should turn to the menu page if the player clicks the back to menu button

***Epic story #2 - high priority***

As a player, I want to be able to pick up and collect items into my bag during the game. I also want to use items or operate it in different conditions. For example, when I meet enemies, I can kill them by using a sword or a bomb. This epic story can be broken down into 6 user stories.

***user-stories***

2.1 As a player, I want to be able to pick up the sword so that I can use it to kill enemies.

  Acceptance Criteria:

* The sword should be added in the bag of player when the player goes through the square of the sword
* The sword in the square should disappear if the player goes through the square
* The player cannot pick up another sword if the bag of the player already contains one sword
* The player can press the attack key to use the sword and kill the enemy if there is an enemy in the upper, lower, left or right squares of the player
* The enemy in the square should disappear if the player kill him
* The player can only kill one enemy by using the sword at a time
* When there are more than one enemies in in the upper, lower, left or right squares of the player. When the player use sword, the enemy in upper square will be killed first, then left square, right square, enemy in lower square will be killed at last
* the sword should disappear after five times use

2.2 As a player, I want to be able to pick up treasure so that I can collect all treasure.

Acceptance Criteria:

* The treasure should be added in the bag of the player when the player goes through the square of the treasure
* The treasure in the square should disappear if the player goes through the square

2.3 As a player, I want to be able to pick up bomb so that I can light it to destroy enemies or boulders.

Acceptance Criteria:

* + - * The bomb should be added in the bag of the player when the player goes through the square of the treasure
      * The bomb in the square should disappear if the player goes through the square
      * The bomb can be dropped if the player clicks the drop bomb key
      * The bomb should appear in the current square if the player drops the bomb
      * The bomb should be removed in the bag of the player when the player drops the bomb
      * The bomb should explode after a short fixed time after being dropped.
      * Any boulders or enemies in the squares immediately to the left, right, above or below should be destroyed.
      * The player should die if the player in one of these squares

2.4 As a player, I want to be able to pick up potion so that I can become invincible.

Acceptance Criteria:

* The potion in the square should disappear if the player goes through the square
* The player should become invincible after going through the square of potion
* Colliding with an enemy will result in their immediate destruction after player become invincible.
* Enemies should run away from the player if the player become invincible
* The potion should keep the player invincible for a limited time
* Enemies should chase the player if the player become not invincible
* the player should die upon collision with the enemy if the player is not invincible

2.5 As a player, I want to be able to pick up keys so that I can open the particular door with it.

Acceptance Criteria:

* The key should be added in the bag of the player when the player goes through the square of the key
* The key in the square should disappear if the player goes through the square
* The player cannot pick up another key if the bag already contains one key,
* Every key has a corresponding door which only can be open with one key.
* When player try to pass through one door, if the player owns the corresponding key in the bag, the door will open immediately and player can go through it. Else, it will keep closed and player can not go through it.
* After player uses the key with open the door, the key in the bag will disappear.

2.6 As a player, I want to be able to move the boulder so that I can push it onto the floor switch.

Acceptance Criteria:

* The player can only push one boulder at a time
* The player can only push boulders that are in the above, below, left or right squares next to the player
* The boulder should move one square at the direction the player moves it to at a time
* The player should also move one square at the direction he moves the boulder at a time
* If player moves the square onto one floor switch, the floor switch should be triggered
* If player pushes a boulder off the floor switch, the floor switch should be untriggered

***Epic story #3 - mid priority***

As a player, I want to be able to achieve one or more goals by following the rules of the game to complete each dungeon. This epic story can be broken down into 4 user stories.

***user-stories***

3.1 As a player, I want to get to the exit so that I can complete goal one.

Acceptance Criteria:

* if it is the only goal of the current level, this goal should be achieved when the player goes through the square of the exit
* if it is not the only goal of the current level, this goal should not be achieved while other goals are not achieved
* Should turn to the next level page if the player achieves the goal and there is a next level
* Should turn to the menu page if the player achieves the goal and there is no next level

3.2 As a player, I want to collect all treasure so that I can complete goal two.

Acceptance Criteria:

* this goal should be achieved if the player collects the last treasure in the current dungeon
* A completion prompt of goal two should be showed in the current page if the player achieves the goal

3.3 As a player, I want to kill all enemies so that I can complete goal three.

Acceptance Criteria:

* this goal should be achieved if the player kills the last enemies in the current dungeon
* A completion prompt of goal three should be showed in the current page if the player achieves the goal

3.4 As a player, I want to make sure that there is a boulder on all floor switches so that I can complete goal four.

Acceptance Criteria:

* this goal should be achieved if the player the push the boulder on the last floor switch
* A completion prompt of goal four should be showed in the current page if the player achieves the goal