User Stories:

Cycle 2:

As a player, I want to be able to gain lives.

As a player, I want to be able to die when I encounter enemies.

As a player, I want to be able to use a projectile to kill enemies and break through dirt.

As a player I want to be able to attack while moving.

In order to be challenged as a gamer, I would like for my opponents to move together strategically to defeat me.

As a player, I would like to encounter at least two different types of enemies—one that can dig, and one that can only move through already dug holes.

Cycle 3:

As a player, I want to be able to interact with gold bags that can fall on and kill any character and be picked up for points after falling a certain distance/time.

As a player, I want new enemies to replace enemies I’ve killed after a certain period of time.

As a player, I want to be able to see the number of points I have collected.

As a player, I want to have the number of lives and points collected conveniently displayed while I’m playing.

In order to be tested as a player, I want to see multiple levels that are varied in difficulty and optimal approach.

As a player, I would like to be able to move through levels once getting all the emeralds on a level.

As a player, I would like to be able to save past scores along with a profile name to compare myself with other people who play the game.

Cycle 4:

As a player, I would like to be able to play with an Xbox 360 controller.

As a player, I would like to see a projectile.

As a player, I would like to have the heroes be able to switch places.

As a player I would like to have a load screen where the best past scores are displayed with a profile name.

As a player, I would like to play a survival mode in order to be further challenged.

As a player, I would like random events such as new enemies spawning in random areas or new emerald and gold bags being added to the level.

As a player, I would like to the screen to have a different image for moving in each direction in order to clearly see which direction the player is facing.

As a player, I would like to hear sounds and music while playing.

As a player, I would like the game to go to a unified screen when I die.