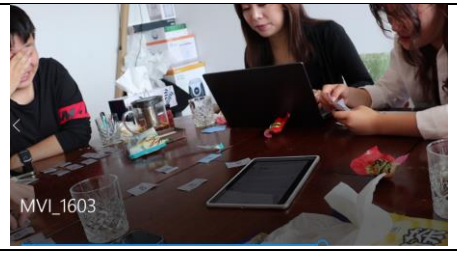
User story No.	Prioritise	user stories	Jiahao Guo	Comment	Minqi Zuo	Comment	Penelope Huang	Comment	Jianjian	Comment	Winter	Comment	User story points	Team Photos
46	1	As a player, I would like the game to have a save feature that allows me to keep my progress even after quitting the game.	150		150		150		150		150	Game archive can be directly saved as a file by serializing game data, and there is also an open source script class library availble in unity.	750	
33		As a player, I would like to see an achievement system added to the game that could provide me with a sense of satisfaction upon completing certain objectives.	150		150		150		150		150		750	
20		As a player, I want the difficulty of the game level to be increased so that players will find it interesting at different levels.	150		150		150		150		150		750	
47		As a user, I want the game not to crash when I run it.	150		150		150		150		150		750	
14	2	As a player, I want to see the durability of the equipment in real-time, which can make the game more strategic and enhance the fun.	125		125		125		125		125	A Counter is used to control the durability of an item, when the counter is 0, replace the equipment with empty.	625	
43		As a player, I want the game to have more than three stages for me to play with.	125		125		125		125		125		625	
21		As a player, I want an exciting BOSS battle that gives people a sense of accomplishment when defeating invincible opponents.	90		90		90		90		90		450	
24		Jump rigidity	90		90		90		90		90		450	
29		As a player, I hope this game has bonus levels to have more fun.	90		90	Have no Idea how to process so far	90		90		90		450	

31	3	As a player, I would like the game to include puzzle elements that could reward me with various items or bonuses, which would add additional content to the game beyond combat and enrich the overall gameplay experience.	90		90		90		90		90		450	
17		As a player, I hope there is a shop system in the game and various game props or equipment that can enrich the game's content.	90		90		90		90		90		450	
19		As a player, I want the game character can achieve more skill effects through different skill combinations, which makes the battle more interesting.	90		90		90		90		90	There are not many combinations of elements.	450	
11		As a player, I would like the game to include buffs for both enemies and players, in order to add more depth to the gameplay to diversify the range of attack and combat methods available during the game.	90		90		90		90		90		450	
23		As a player, I want my game character to do a jump attack action.	90		90		90		90		90		450	
48	4	Switch Weapons	55		55		55		55		55		275	
13		As a player, I wish I could view the attributes of my character so that I can understand the numerical design of game characters more intuitively.	55		55		55		55		55		275	
14		As a player, I want to see the durability of the equipment in real-time, which can make the game more strategic and enhance the fun.	55		55		55		55		55		275	
8		As a player, I want my character to be able to use a charge attack which would provide the character with additional attack options and enhance the overall gameplay experience.	55		55		55		55		55		275	
35		As a player, I want this game to include a tutorial level to help me become familiar with the game.	55		55		55		55	It doesn't take long	55		275	

34		As a player, I would like to see some Easter egg content in the game to make the exploration process more engaging and interesting.	55		55		55		55		55		275	
15	5	As a player, I would like to have a feature where I can pick up items and upgrade my equipment so that I can increase my damage output or improve my survival ability.	21		21		21		21		21		105	
48		As a player, I want the game to have a start menu so that I can choose when to start the game.	21		21		21		21		21		105	
18		As a player, I want the character's attributes can be improved, which can make the game difficulty reasonably lower.	21		21		21		21		21		105	
7		As a user, I want the game has a lightening magic so that I can attack on multiple enemy.	21		21		21		21		21		105	
9		As a player, I would like the game character to have the ability to double jump off walls to add variety to the player's actions, enhance gameplay, and increase the fun factor.	21		21		21		21		21		105	
6		As a user, I want the game has some kind of weapons such as a frozen magic so that I can slow down enemy.	13		13		13		13		13		65	
27		As a player, I want the game to have a clearance score that a higher score than other players gives me a sense of superiority.	13		13		13		13		13		65	
22		As a player, I want to challenge epic monsters in order to make the game more interesting.	13		13		13		13		13		65	
38		As a player, I want the game character to be able to do the movement of dodge.	13		13		13		13		13		65	

12	6	As a player, I would like the game's buffs to be displayed as icons above the character's head or near the health bar to enable me to easily understand the character's buff bonus through visual cues such as colors and symbols.	13		13		13		13		13		65	
28		As a player, I would like to see flying enemies introduced into the game to make full use of the game space and add variety to the types of enemies, making the gameplay less monotonous.	13		13		13		13		13		65	
42		As a player, I want the game to have different sound effects when player operate game functions so that players can have a better experience in terms of sound.	13		13		13		13		13		65	
40		As a player, I would like the game to include portals that allow me to quickly access certain areas which would make the gameplay less monotonous and enhance the overall experience.	13		13		13		13		13		65	
1		As a user, I want the game has a proper health point (HP) so that health status can be sufficiently determined and monitored.	13		13		13	The increase and decreaseof blood stripes may change according to external factors,such as the difficulty of armor game level which requires some calculation.	13		13		65	
36		As a player, I want to be able to attack enemies so that I can pass the levels.	13		13		13		13		13		65	
47		As a player, I want the player to be able to move so that the game is playable.	13		13		13		13		13		65	
2		As a player, I want the game to have some props in the game that can restore Mana to improve the Player's playability.	13		13		13	The increase and decrease may also change according to the difficulty of the game level, ad the use value of the skill will also effect the judgment of MP.	13		13		65	
5		As a user, I want the game has some kind of weapons such as a fire magic which helps continue damage on enemy.	5		5		5		5		5		25	

45		As a player, I want to have a run feature so that I can move faster.	5		5	Need more and fastercharater movements	5		5		5		25	
16		As a user, I would like to be able to receive gold coins when I defeat enemies, so that I can save them and use them to purchase equipment or extra lives if necessary.	5		5		5		5		5		25	
10	7	As a player, I want the game to have defensive props to improve the player's viability and feel excited when getting props.	5		5		5		5		5		25	
44		As a player, I would like to see the addition of one-way platforms that I can jump on, which would enable me to quickly explore the game map vertically and reach higher areas.	5		5		5		5		5		25	
39		As a player, I would like the game to offer more than one (perhaps three) difficulty levels so that it can be suitable for different types of players.	5		5		5		5		5		25	
30	8	As a player, I want to be able to control the volume in-game.	3		3		3		3		3		15	
32		system Information	3		3		3		3		3		15	
26		As a user, I want to have a proper timer so that I know the time left to complete the mission .	2		2		2		2		2		10	
4	9	Magic Potion	2		2		2		2		2		10	
25		As a player, I would like the character to enter a frozen state whenever they take damage to interrupt the enemy's attack.	2		2		2		2		2		10	
41		Background music	2		2		2		2		2		10	

3	10	As a player, I want the game to have some props in the game that can restore Health Position (HP) to improve the Player's playability.	1		1		1		1		1	5	