| ID | Heading | Description | Jiahao | Comment | Becky | Comment | Pene | Comment | Jianjian | Comment | Winter | Comment | Total points |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | Health Point | As a player, I want the game has a proper Health Point (HP), so that health status can be sufficiently determined and monitored | 5 | | 5 | | 55 | | 1 | | 1 | | 67 |
| 2 | Magic Point | As a player, I want the game to have a Magic Point (MP), so that the usage of magic is conditioned | 5 | | 13 | | 55 | Magic point may change due to the decreased attack, hence other aspects maybe change accordingly. | 2 | | 1 | Similar to the health point, so that will be easier to deal with | 76 |
| 3 | Health Potion | As a player, I want the game to have Health Potion, so that I can restore health point(HP) | 2 | | 2 | | 5 | | 2 | | 2 | | 13 |
| 4 | Magic Potion | As a player, I want the game to have a Magic Potion, so that I can restore mana(MP) during gameplay | 2 | | 2 | | 5 | | 1 | | 1 | | 11 |
| 5 | Fire Magic | As a player, I want to have Fire Magic, so that I can inflict sustained damage on enemies | 5 | | 5 | | 5 | | 2 | | 3 | | 20 |
| 6 | Forzen Magic | As a user, I want the game to have a Frozen Magic, so that I can slow down enemy | 13 | | 13 | | 5 | | 5 | | 3 | | 39 |
| 7 | Lightning Magic | As a user, I want the game to have Lightning Magic, so that I can attack multiple enemies | 13 | | 55 | | 90 | | 13 | | 13 | | 184 |
| 8 | Charge Attack | As a player, I want my character to use Charge Attack, so that I can have more ways to attack | 55 | | 55 | | 90 | | 90 | | 13 | | 303 |
| 9 | Double Jump | As a player, I want to be able to Double Jump off walls, so that I can reach higher places | 55 | | 21 | | 90 | | 13 | | 13 | | 192 |
| 10 | Armor | As a player, I want the game to have Armor, so that I can take less damage from enemies | 2 | | 13 | | 5 | | 2 | | 2 | | 24 |
| 11 | Buff | As a player, I would like the game to include buffs for both enemies and players, so that there can be more effects in combat | 90 | | 125 | | 125 | | 90 | | 90 | | 520 |
| 12 | BuffIcon | As a player, I would like the buffs to be displayed as icons, so that I can decide my way of combat | 13 | | 13 | | 21 | | 5 | | 13 | | 65 |
| 13 | Status | As a player, I wish I could view the Status of my character, so that I can understand my current situration | 55 | | 55 | | 55 | | 55 | | 55 | | 275 |
| 14 | Durability | As a player, I wish to add Durability to equipments, so that I can pay more attention to my equipments | 150 | | 125 | | 125 | | 150 | | 1 | | 551 |
| 15 | Pickup | As a player, I wish to be able to Pickup items, so that I can pickup potions or gears | 21 | | 21 | | 13 | | 21 | | 5 | | 81 |
| 16 | Coins | As a player, I wish to have Coins, so that I can buy equipments in the game | 5 | | 5 | | 3 | | 5 | | 3 | | 21 |
| 17 | Shop | As a player, I hope there is a Shop system, so that I can buy equipments in the game | 90 | | 125 | | 90 | | 125 | | 55 | | 485 |
| 18 | Upgrade | As a player, I want there a Upgrade system, so that I can level up and fight stronger enemies | 13 | | 55 | | 21 | | 21 | | 13 | | 123 |
| 19 | Skill Effect Combinations | As a player, I desire varied Skill Effect Combinations so that I am motivated to utilize different skills rather than repeatedly relying on the same one | 125 | | 125 | | 90 | | 150 | | 13 | fewer conbinations | 503 |
| 20 | Difficulty Design | As a player, I desire diverse Difficulty Designs so that I can choose between enjoying the story or facing challenges | 150 | | 150 | | 150 | | 150 | | 150 | | 750 |
| 21 | Boss | As a player, I desire an exhilarating BOSS battle, so that I can experience a sense of accomplishment by defeating seemingly invincible opponents | 90 | Requires separate design for the skills | 90 | | 125 | | 55 | | 55 | Not that many boss so it's not difficult to deal with | 415 |
| 22 | Elite Enemies | As a player, I desire to confront Elite Enemies so that the game provides a greater level of challenge | 13 | | 13 | | 13 | | 2 | | 2 | | 43 |
| 23 | Jump Attack | As a player, I want Jump Attack, so that I can attack enemies above me | 125 | | 125 | | 125 | | 150 | | 5 | The movement will not be very complicated, and it will not be too difficult to jump up and attack | 530 |

| # | Name | Description | | | | | | | | | | | Total |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 24 | Stunned State | As a player, I desire for the enemy to enter a Stunned State upon taking damage, so that I can prevent them from inflicting continuous damage on me | 90 | | 90 | | 90 | | 90 | | 55 | | 415 |
| 25 | Cooldown | As a player, I would like there to be a Cooldown between skills, so that it can prevent the character's attack frequency from being too rapid | 2 | | 2 | | 2 | | 2 | | 2 | | 10 |
| 26 | Clearance Timer | As a player, I would like to have a Clearance Timer, so that I can challenge others or myself | 2 | | 13 | | 5 | | 1 | | 3 | | 24 |
| 27 | Clearance Score | As a player, I would like to have a Clearance Score, so that I can challenge others or myself | 5 | | 13 | | 13 | | 5 | | 3 | | 39 |
| 28 | Flying Enemies | As a player, I would like to see flying enemies, so that the vertical gaps are not too empty | 5 | | 21 | | 21 | | 5 | | 13 | | 65 |
| 29 | Bonus Level | As a player, I hope this game has Bonus Levels, so that I can relax after fightings | 90 | | 125 | Don't know how to deal with it | 90 | | 90 | | 55 | There are no enemies in the level | 450 |
| 30 | Volume Control | As a player, I want to be able to control the volume in-game | 3 | | 1 | | 5 | | 1 | | 1 | | 11 |
| 31 | Puzzle | As a player, I would like the game to include Puzzle elements, so that I could enjoy solving them | 150 | | 55 | | 125 | | 150 | | 13 | | 493 |
| 32 | Hint | As a player, I would like to receive Information(Hint) about any events in game, so that I'll be able to monitor my status | 3 | | 1 | | 1 | | 5 | | 1 | | 11 |
| 33 | Achievement | As a player, I would like to see an achievement system, so that I could gain satisfaction upon completing objectives | 150 | | 150 | | 150 | | 150 | | 90 | | 690 |
| 34 | EasterEgg | As a player, I want to have Easter Eggs in the game, so that the process of exploring the game could be more interesting | 55 | | 55 | | 125 | | 90 | | 5 | | 330 |
| 35 | Tutorial | As a player, I want this game to include a Tutorial level, so that it can help me become familiar with the game | 90 | | 90 | | 55 | | 1 | Doesn't occupy too much time | 90 | | 326 |
| 36 | Attack | As a player, I want to be able to perform an attack action, so that I can defeat enemies and progress through the game | 13 | | 21 | | 21 | | 3 | | 3 | | 61 |
| 37 | Jump | As a player, I want to be able to Jump, so that I can improve my mobility | 3 | | 21 | | 5 | | 3 | | 3 | | 35 |
| 38 | Dodge | As a player, I want to have a Dodge feature, so that I can dodge the enemy attacks | 55 | | 90 | | 90 | | 55 | | 5 | | 295 |
| 39 | Difficulties | As a player, I would like the game to have more than two difficulty level (perhaps three), so that it can cater to different types of players | 2 | | 5 | | 1 | | 5 | | 1 | | 14 |
| 40 | Portals | As a player, I would like the game to include Portals, so that I can quickly access certain areas | 13 | | 13 | | 13 | | 13 | | 13 | It is technically easy to complete, and it needs to be matched with assets | 65 |
| 41 | BGM | As a player, I want this game to have background music, so that I can enjoy music during play time | 125 | | 125 | | 125 | | 125 | | 90 | Not too many levels | 590 |
| 42 | SFX | As a player, I want the game to have Sound Effects when player operate game functions, so that I can have a better experience in terms of sound | 5 | | 13 | | 2 | | 5 | | 3 | | 28 |
| 43 | Bonus Levels | As a player, I would like there to be bonus levels in the game, so that I can relax after completing levels | 3 | | 1 | | 13 | It feels a bit difficult to modify the movement from walking to running, need to change some aspects and achieve this feature | 2 | | 1 | | 20 |
| 44 | Oneway Platform | As a player, I would like to see the addition of One-way Platforms, so that I can jump on it to quickly reach higher areas | 150 | | 150 | | 150 | | 150 | | 55 | | 655 |
| 45 | Run | As a player, I want to have a Run feature, so that I can move faster | 90 | | 55 | | 13 | | 90 | | 5 | | 253 |

| 46 | Game Save | As a player, I would like the game to have a Save feature, so that I can keep my progress even after quitting the game | 150 | | 150 | | 150 | | 150 | | 150 | | 750 |
|----|-----------|----------------------------------------------------------------------------------------------------------------------|-----|--|-----|--|-----|--|-----|--|-----|--|-----|
| 47 | Move | As a player, I want the player to be able to Move, so that the game is playable | 13 | | 5 | | 21 | | 5 | | 13 | | 57 |
| 48 | Main Menu | As a player, I want the game to have a Main Menu, so that I can choose when to start the game | 21 | | 13 | | 21 | | 21 | | 21 | | 97 |