
User stories

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1 As a player I want to see the map so that I can move

- Show the map on the display;
Run the game
- Show, with commands, what are the directions you can take;
After writing start and look the output is le direzioni disponibili sono NORTH
- Get in/out of a room
After writing start you can move nord, then write move nord, finally move est. Hence you enter in a room, once you defeated the monster, you can type back to get back to the original map.

2 As a player I want to fight some enemies so that the game gets exiting

- Fight different enemies; *After you enter a room, write attack and you can challenge an enemy*
- Display them on console; *The enemy is displayed right after you enter the room*
- Display the health bar; *The enemy bar is displayed right after you enter the room*
- Write the description of the command *After you challenge an enemy, the console output is*

Ti scagli all'attacco

[INFO]Matteo hai attaccato Mostro Marino infliggendo il danno 1

(la vita del mostro è 2)

[INFO]Mostro Marino ti ha attaccato infliggendo il danno 2

(la vita di Matteo è 3)

[INFO]Matteo hai attaccato Mostro Marino infliggendo il danno 1

(la vita del mostro è 1)

[INFO]Mostro Marino ti ha attaccato infliggendo il danno 2

(la vita di Matteo è 1)

[INFO]Matteo hai attaccato Mostro Marino infliggendo il danno 1

(la vita del mostro è 0)

[WIN]Matteo hai sconfitto Mostro Marino la chest si è aperta potresti trovare oggetti interessanti

3 As a player I want to save my game and load previous game so that I can continue my game later

- Add a save command;
After writing start you can save typing save in the command line
- Display all the possible games;
After you start, write load to get all the available saves
- Allow to choose a specific save
After you type load, type the number (such as 1 to choose a specific save

4 As a player I want to open my inventory so that i can choose my equipment

- Display the inventory;
You can type the command showinventario to display your inventory.
- Allow to take items;
After you defeated a monster, you can open and look what's inside a chest using look, finally use take <name> to take an object.
- Allow to trash items;
After you have an object in your inventory, you can use trashitem <name> to trash an item.
- Allow to trash the entire stack of an item;
After you have an object in your inventory, you can use trashstack <name> to trash an entire stack.
- Display the weight bar
The weight bar is automatically displayed after you start the game.

5 As a player I want to check my health bar and stats so that I can use items (e.g. potions) when needed

- Display the health bar;
The health bar is automatically displayed after you start the game.
- Allow to use potions and objects;
After you gather a potion, you can use a potion by typing use potion, hence the health bar is updated.
- Display the weapon stats
After you gather an item, you can type showinventario to see all the statics of you items, e.g. if you have "sandali" in you inventory, then the output is
Peso: 1
Valore: 1
Quantità:1

6 As a player I want to hear some music so that I can really get into an immersive experience

Low priority

- Add a music track
This feature is not something a user needs to do
- Display a button to do that
After you run the game, the button at the bottom-left corner is the button that plays music
- Play the music when needed
After you press the button once, the music starts playing
- Stop the music when needed
After you press the button a second time, the music starts playing