

Epic User Stories:

EUS1: As a player I want to get to the exit so that I can complete the game

EUS2: As a player I want to complete various subgoals so that I can increase my final score and the immersion of the game

User Stories:

Priority: 1-5 (1 Highest, 5 Lowest)

Size: 1 point = 1 hour

EUS1: As a player I want to get to the exit so that I can complete the game

ID	US1.1
Name	Player movement
Description	As a player, I want to move around the dungeon so that I can interact with the game.
Acceptance criteria	AC1: Players do not pass through walls and other obstacles AC2: Movement is consistent and uniform (speed and velocity) AC3: Player does not pass through enemies AC4: Players can only move in 4 directions (North, East, South, West) AC5: Player moves in a set direction (during arrow key press) and does not travel in any other direction if another key is pressed during key-press of any other direction
Priority	1
Size	2

ID	US1.2
Name	Player reaches exit
Description	As a player, I want to go through the exit so that I can complete the puzzle.
Acceptance criteria	AC1: Going through the exit completes the game.
Priority	1

Size	1
------	---

EUS2: As a player I want to complete various subgoals so that I can increase my final score and the immersion of the game

ID	US2.1
Name	Treasure collection
Description	As a player, I want to collect treasures so that I can increase my score.
Acceptance criteria	AC1: When treasure is collected, it increases the score of the player by a set amount. AC2: When treasure is collected, the treasure sprite disappears from the player's vision
Priority	4
Size	1

ID	US2.2
Name	Key collection
Description	As a player, I want to collect keys so that I can open doors.
Acceptance criteria	AC1: When a key is picked up, the key disappears from the player's vision AC2: While a key is held by a player, if the player goes over another key, nothing happens to that key
Priority	3
Size	2

ID	US2.3
Name	Door interaction
Description	As a player, I want to be able to open doors with a matching key so that I can reach my destination.

Acceptance criteria	AC1: When a player steps on the tile, if the player is holding onto the door's corresponding key, the door opens and consumes the key in the process AC2: If the player does not possess a corresponding key, door behaves like a wall
Priority	3
Size	2

ID	US2.4
Name	Boulder interaction
Description	As a player, I want to push boulders to advance to my goal.
Acceptance criteria	AC1: The boulder can be moved around the map AC2: The boulder cannot be pushed past/through a wall or an obstacle AC3: The player cannot push more than 1 boulder at a time (e.g 2 boulders stacked together) AC4: The boulder can only be pushed onto adjacent squares that are "open"
Priority	5
Size	4

ID	US2.5
Name	Floor switch interaction
Description	As a player, I want to activate floor switches with boulders so that I can advance to my goal.
Acceptance criteria	AC1: When a boulder or player steps onto the switch, a corresponding action (open a door, spawn treasure, etc) happens AC2: When nothing is on the switch, the corresponding action is stopped
Priority	5

Size	2
-------------	---

ID	US2.6
Name	Portal interaction
Description	As a player, I want to go through portals to advance to my destination
Acceptance criteria	AC1: When a player steps onto the portal, the player is moved to the location of the corresponding portal.
Priority	5
Size	1

ID	US2.7
Name	Sword collection
Description	As a player, I want to pick up swords so that I can slay my enemies.
Acceptance criteria	AC1: Only 1 sword can be held by the player at any given time AC2: Sword sprite disappears after player has picked it up
Priority	2
Size	1

ID	US2.8
Name	Enemy interaction
Description	As a player, I want to be threatened by enemies so that I am challenged by the game.
Acceptance criteria	AC1: When a player is holding onto a sword, the enemy is slain when they interact with the player

	AC2: When a player is without a sword, the player dies when interacting with the enemy AC3: The sword can only be used a max number of times (5) AC4: The sword disappears after exceeding its max number of use
Priority	2
Size	3

ID	US2.9
Name	Invincibility potion interaction
Description	As a player, I want to drink the invincibility potion so that I can defeat my enemies.
Acceptance criteria	AC1: When a player picks up this item, they become invincible to enemy attacks. AC2: When the potion effect is active on a player, colliding with an enemy results in the destruction of said enemy. AC3: When the potion effect is active on a player, all enemies run away from the player. AC4: The potion effect lasts 10 seconds on the player after they have picked it up.
Priority	4
Size	4

ID	US2.10
Name	Timer Interaction
Description	As a player, I want to finish the level as quickly as I can to maximise my score
Acceptance criteria	AC1: When the goal is set to complete the level in x time, the player loses the game if the player cannot complete the level on time AC2: The faster they finish the level, they receive a higher set of scores

Priority	5
Size	2

ID	US2.11
Name	Leaderboard system
Description	As a player, I want to see a leaderboard of high scores so that I can compare my performance with others.
Acceptance criteria	AC1: All scores are saved locally AC2: The highest scores (Top 5) are displayed at the leaderboard screen AC3: All scores have a corresponding Date AC4: OPTIONAL: User can input nickname for each high score
Priority	5
Size	3