

Epics and User stories for system Twitternethack

Assignment in the course PA1415 Programvarudesign
2017 - 04 - 19

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System Description:

Creating a nethack game with the use of twitter to randomly generate environments, items and other objects within the game

E.1 As a player i want a system that can handle single and multiple players so the game is playable game (Epic)

Conditions of satisfaction: Player creates a character and starts a game in a new room.

E.2 As a player i want a system that can generate rooms containing different randomly generated elements to give the game variety (Epic)

E.2.1 As a player i want NPC's that are randomly generated to give more variation.

E.2.2 As a player i want randomly generated room layouts and items based on information from twitter api.

E.2.3 As a player i may move inside rooms using the arrow keys to navigate.

E.2.4 As a player i may move between rooms so that i can explore the game.

E.2.5 As a player i want rooms that can contain items so that i can find them.

Conditions of satisfaction: A room is randomly generated using the Twitter API.

E.3 As a player i want to interact with items so that i can use them (Epic)

E.3.1 As a player i want items that are randomly generated so that the game will have more variation.

E.3.2 As a player i want a game that can handle different types of items so that i can use them in various ways.

E.3.3 As a player i can pick up items so that i can place them in my inventory.

E.3.4 As a player i can drop items so that i can hold other items.

E.3.5 As a player i can use items in different ways.

E.3.6 As a player i may equip items.

Conditions of satisfaction: Player may use items within the game.

E.4 As a player i want to find items so that i might use them. Epic

E.4.1 As a player i can loot dead game characters to acquire items.

E.4.2 As a player i can find items on the ground so that i can pick them up.

Conditions of satisfaction: Player may pick up items from either the ground or corpses.

E.5 As a player i can create my own character so that i can select my preferences (Epic)

E.5.1 As a player i may choose a race so that i can customise my character as i prefer.

E.5.2 As a player i may choose a class -||-.

E.5.3 As a player i may choose a name -||-.

E.5.4 As a player i may choose a gender -||-.

E.5.5 As a player i may choose an alignment -||-.

E.5.6 As a player i may choose a pet companion -||-.

Conditions of satisfaction: Player has successfully created a character.

E.6 As a player i want to interact with characters to make the game more fun to explore (Epic)

E.6.1 As a player i may talk to characters.

E.6.2 As a player i may Attack characters.

E.6.3 As a player i can interact with characters.

Conditions of satisfaction: The player successfully interacts with a character.

E.7 As a player i want different item variations so that the game plays different each time (Epic)

E.7.1 As a player i may find weapons so i can defend myself against other character in game.

E.7.2 As a player i may find potions so that i can heal myself after a fight.

E.7.3 As a player i may find armor so that i can shield myself against other characters.

E.7.4 As a player i may find keys to unlock doors so that i can explore the game.

E.7.5 As a player i may find lamps to illuminate rooms so that i can find my way around.

E.7.5 As a player i may find blessed items so that it may have increased statistics.

E.7.6 As a player i may find cursed items so that the game becomes more difficult.

E.7.7 As a player i may find uncursed items so that i may have items to use.

Conditions of satisfaction: The game has a variation of items.

E.8 As a player i want my character to be randomly generated based on a random twitter feed (Epic)

Conditions of satisfaction: Player is given randomly generated character to play with.

US.1 As a player i want a system that generates different events so that i have more things to do.

US.2 As a player i can load and save single player games so that i may continue a game later

on.

US.3 As a player i can die so that i may have a challenge.

Priority list:

1. User story: As a player i want a system that can generate rooms containing different randomly generated elements to give the game variety.
Motivation: In order to make a MVP the game needs atleast one randomly generated room the client can try to navigate.
2. User story: As a player i want a system that can handle single and multiple players so the game is playable game.
Motivation: For a MVP it is important for the player to actually be able to start a game to play.
3. User story: As a player i can create my own character so i can choose my preferences.
Motivation: For a RPG game it is important for the player to be able to create a character and without a character there is no game. Also a key element in any roleplaying game.
4. User story: As a player i want my character to be randomly generated based on a random twitter feed.
Motivation: So a player may play the game with a randomly generated character.
5. User story: As a player i want to interact with non-playable game characters to feel more immersed.
Motivation: non-playable game characters are key to roleplaying games and storytelling therefore they are important and adds value for the client.
6. User story: As a player i can find items so that i might use them
Motivation: Adding items to the game will make the game feel deeper and more fun to play and therefore adding value.
7. User story: As a player i want to interact with items so that i can use them
Motivation: Using items adds value to the product and allows the player to perform different actions within the game.
8. User story: As a player i want different item variations so that the game plays different each time.
Motivation: More than a few items will increase the players eager to explore and try to play the game in more than one way.

1.

E.2 As a player i want a system that can generate rooms containing different randomly generated elements to give the game variety (Epic)

1. As a player i want randomly generated room layouts and items based on information from twitter api
2. As a player i want to move inside rooms using the arrow keys to navigate
3. As a player i want to move between rooms so that i can explore the game
4. As a player i want rooms to contain items for the player to loot so that it enriches my experience with the game.
5. As a player i want NPC's that are randomly generated in the game to give the game more variation.

Motivation: No rooms, no game. Nethack is built around moving around different rooms. To build a MVP, a demo for a client to try out rooms are essential.

2.

E.1 As a player i want a system that can handle single and multiple players so the game is playable game (Epic)

1. As a player i want to start single player game so that i can play the game
2. As a player i want to have the option to play with other players so that i can play with other players.

Motivation: Being able to start the game in a single player mode is essential to have a playable MVP, demo.

3.

E.5 As a player i want to create my own character so that i can select my preferences (Epic)

1. As a player i may choose a name so that i can be called on
2. As a player i may choose a race so that i can create my own character
3. As a player i may choose a role so that i can create my own character
4. As a player i may choose a gender so that i can create my own character
5. As a player i may choose an alignment so that i can create my own character
6. As a player i may choose a pet companion to help me on my adventures

Motivation: Creating a customized character is key to any roleplaying game and will add good value for the customer.

