

User Stories for system Twitternethack

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Author Name	Social Security Nr	Thinking	Writing
Jonatan Fransson	901118	25%	25%
Jakob Strand	920514	25%	25%
Teemu Hiirikoski	970920	25%	25%
Noah Håkansson	970328	25%	25%

Nethack with twitter integration

Skapa ett nethack spel som genererar slumpmässiga rum med hjälp av twitters api

High-Level epics in order

1. The system generates rooms containing different randomly generated elements, to make each room unique.
 - To make the rooms in the game more interesting and also for the replayability of the game.
2. The system can handle single and multiple players so the game is playable game
 - To give the player a choice and the ability to play together with friends.
3. As a player i can create my own character so that i can select my preferences
 - So the player can customize and make a character that they like and that suits them.
4. As a player my statistics are randomly generated based on Donald Trump's twitter feed.
 - To give each playthrough a unique variation for the player.
5. As a player i want to interact with non-playable game characters to feel more immersed.
 - So the characters the player meets are relevant.
6. As a player i want to interact with items so that i can use them
 - So the items in the rooms have a meaning and place in the game.
7. As a player i can find items so that i might use them
 - Players can choose what to do with them.
8. The system contains different item variations to that the game plays different each time.
 - To give the players choices through different items with different stats.

Three most important epics

- **Rooms contains different randomly generated elements**

1. The Room layout and items are randomly generated based on information from the twitter to give players more variation and a playable game
2. Players may move inside rooms using the arrow keys to navigate.
3. Players may move between rooms
4. Rooms can contain items for the player to loot, to enrich the player experience.
5. NPC's are randomly generated to give more variation.

The priority was made to make a MVP

- **The system can handle single and multiple players**

1. Players may start single player game, to make the game playable
2. players may start a multiplayer game

Starting the game in single player mode is a priority, part of making a MVP

- **As a player i can create my own character.**

1. a player may choose a name, player may freely choose a name
2. a player may choose a race, the game contains a set of different races
3. a player may choose a gender
4. a player may choose an alignment
5. a player may choose a role, the game contains a set of different roles
6. Players may choose a pet companion

The priority was is to allow the player to customise the look of the character before the features that impact the gameplay.