

User Stories:

- The system can handle single and multiple players so the game is playable game (Epic)
- The system generates rooms containing different randomly generated elements, to make each room unique. (Epic)
 - NPC's are randomly generated to give more variation.
 - The Room layout and items are randomly generated based on information from the twitter.
 - As a player i may move inside rooms using the arrow keys to navigate.
 - As a players i may move between rooms so that i can explore the game
 - Rooms can contain items for the player to loot, to enrich the player experience.
- As a player i want to interact with other players to make the game more social.
- As a player i want to interact with non-playable game characters to feel more immersed.
- As a player i want to interact with items so that i can use them. (Epic)
 - Items are randomly generated to give more variation.
 - The system can handle different types of items, Weapons, potions etc.
 - As a player i can pick up items so that i can place them in my inventory
 - As a player i can drop items so that i can hold other items
 - As a player i can use items in different ways.
 - As a player i may equip items
- As a player i can find items so that i might use them. Epic
 - As a player i can loot dead game characters to acquire items.
 - As a player i can find items on the ground so that i can pick them up.
- As a player i can create my own character so that i can select my preferences. Epic
 - As a player i may choose a race so that i can customise my character as i prefer.
 - As a player i may choose a role -||-
 - As a player i may choose a name -||-
 - As a player i may choose a gender -||-
 - As a player i may choose an alignment -||-
 - As a player i may choose a pet companion -||-
- As a player my statistics are randomly generated based on Donald Trump's twitter feed(Epic)
- The system generates different events.
- As a player i can load and save single player games.
- As a player i can die so that i have to restart the game
- As a players i can interact with NPC's to make the game more fun to explore. (Epic)
 - As a player i may talk to npcs
 - As a player i may Attack npcs
 - As a player i can interact with npcs

- The system contains different item variations to that the game plays different each time. (Epic)
 - Weapons may be found so players can defend themself.
 - Potions may be found so that players can heal themself.
 - Armor may be found so players can shield them self
 - Keys may be found so that players can unlock doors.
 - Lamps may be parts of rooms so that the room gets illuminated.
 - Items may be blessed so that it may have increased statistics
 - Items may be cursed so that the game becomes harder
 - Items may be uncursed so that a player may have items to use

Priority list:

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.

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 playable game

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

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 role, the game contains a set of different roles
4. a player may choose a gender
5. a player may choose an alignment
6. Players may choose a pet companion

These can come in any order except for the name.