Epics and User stories for system Twitternethack

Assignment in the course PA1415 Programvarudesign

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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 NPC´s are randomly generated to give more variation.

E.2.2 The Room layout and items are randomly generated based on information from the twitter.

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

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

E.2.5 Rooms can contain items for the player to loot, to enrich the player experience.

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 Items are randomly generated to give more variation.

E.3.2 The system can handle different types of items, Weapons, potions etc.

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 Weapons may be found so players can defend themselves.

E.7.2 Potions may be found so that players can heal themselves.

E.7.3 Armor may be found so players can shield them self

E.7.4 Keys may be found so that players can unlock doors.

E.7.5 Lamps may be parts of rooms so that the room gets illuminated.

E.7.5 Items may be blessed so that it may have increased statistics

E.7.6 Items may be cursed so that the game becomes harder

E.7.7 Items may be uncursed so that a player may have items to use

Conditions of satisfaction: The game has a good 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 The system generates different events.

US.2 As a player i can load and save single player games.

US.3 As a player i can die so that i have to restart the game

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.

1. 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 client to be able to start a single player game

1. User story: As a player i can create my own character so that i can select 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.

1. 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.

1. 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

1. 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.

1. 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.

1. 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.

**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.

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.

**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

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

**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

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