Sprint 1

- User Story 1: As a player, I want there to be a map to move characters around on
- User Story 2: As a player, I want to have various characters, in order to strategize and have different game play
- User Story 3: As a player, I want cover/elevation on the map, in order to provide a dynamic gameplay environment
- User Story 4: As a player, I want to be able to move my characters with a mouse, in order to get from one location to the next (completed in Sprint 2)

Scenario: Open the RPG Game Unity file. The user should see the map, as well as the cover objects populating it. By opening the game assets folder, the user can also see the individual character sprites.

Sprint 2

- User Story 1: As a player, I want to be able to move my character, in order to move around the map.
- User Story 2: As a player, I want to be able to perform attacks, in order to kill opponents and win the game.
- User Story 3: As a player, I want 2-player function, in order to play with a friend (completed in Sprint 3)
- User Story 4: As a player, I want to be able to use the different character classes to diversify gameplay

Scenario: Open the RPG Game Unity file and then the Scripts->Character Classes folders. The user should see the four character class script files and can open them to view the individual class stats and attributes. When running the game, the user can click on a friendly character once to show their highlighted movement range and click again within that range to move to the new location. Clicking twice on the character gives you the ability to attack an enemy character with a point and click on the target.

Sprint 3

- User Story 1: As a player, I want there to be a 2-player function, in order to play with friends
- User Story 2: As a player, I want there to be different abilities, in order for greater character diversity (abilities now preassigned)

- ● User Story 3: As a player, I want there to be an UI, in order to see my character health and stats
- ● User Story 4: As a player, I want to be able to choose which units to use, in order to have varied gameplay (scrapped)

Scenario: After running the game .exe, click the "Start" button to load your end of the game. Another player will have to do the same on another instance of the game, or else it wouldn't be multiplayer as advertised. After both players load into the game, they will find themselves on opposite sides of the map. They will be able to see their current health shown by the green health bars above their 6 characters. By following the game instructions, the players will leverage their characters' passive abilities, cover, and elevation to eliminate the other team.