

Epic 1: As a player, I want to get to an exit, so that I can reach the basic goal, which is getting to an exit.

Epic 2: As a player, I want to collect all treasure, so that I can reach the basic goal, which is collecting all treasure.

Epic 3: As a player, I want to have a boulder on all floor switches, so that I can reach the basic goal, which is having a boulder on all floor switches.

Epic 4: As a player, I want to collect sword, portions and unlit bomb so that I can reach the basic goal, which is destroying all enemies.

Epic 5: As a player, I want to reach any combination of each basic goal, so that I can reach more complex goals.

ID	US1
Name	Getting to an exit.
Description	As a player, I want to move to an exit so that the player can escape the dungeons to win the game.
Acceptance Criteria	<ol style="list-style-type: none">1. Player can move either up, down, left, or right into adjacent squares.2. If the adjacent squares are walls, the movement of player should be stopped.3. If the adjacent squares are enemies, the movement of player should be stopped.4. If the adjacent squares are boulders, the movement of player should be stopped.5. If player move to the exit, access it. Game over.
Priority	Moderate
Size	3 SP

ID	US2
Name	Open the door
Description	As a player, I want to open the door with fit key so that I can find a way to exit easily.
Acceptance Criteria	<ol style="list-style-type: none"> 1. If the player does not carry a key. He can try to find a key and picked it. 2. The player can carry only one key at a time. If already picked a key, it cannot pick another key. 3. If the player finds a locked door with fitted id key, the player can open and access it. 4. If the player finds a locked door and he does not have fitted id key, he will have no access to that door 5. If door is unlocked, the player can access it.
Priority	High
Size	4 SP

ID	US3
Name	Collecting all treasure.
Description	As a player, I want to collect treasure so that I can finish this game more valuable
Acceptance Criteria	If the player moves to a square, which has treasure, the player can collect it.
Priority	Low
Size	2 SP

ID	US4
Name	Having a boulder on all floor switches.
Description	As a player, I want to push boulder so that all on floor switches.
Acceptance Criteria	<ol style="list-style-type: none"> 1. If adjacent square has a boulder, the player can push it. 2. If the player pushes a boulder, at the time, it faces a wall, the movement of wall should be prevented. 3. If the boulder has been pushed on floor switch, floor switch is triggered. 4. If the boulder be moved away from floor switch, floor switch is untriggered. 5. If all the floor switches are triggered, access it.
Priority	High
Size	4 SP

ID	US5
Name	Collecting bomb
Description	As a player, I want to collect bomb so that destroy enemies and boulders.
Acceptance Criteria	<ol style="list-style-type: none"> 1. If adjacent square has an unlit bomb, the player can pick it. 2. If adjacent square has a lit bomb, the player can not pick it.
Priority	Moderate
Size	3 SP

ID	US6
Name	Collecting sword
Description	As a player, I want to collect sword so that preventing enemies.
Acceptance Criteria	<ol style="list-style-type: none"> 1. If adjacent square has a sword and the player does not hold a sword, the player can pick it. Each sword is only capable of 5 hits and disappears after that. Each sword only has 5 hits can be used. 2. If adjacent square has a sword, but the player already carries one, keep move. Only one sword can be carried at once.
Priority	Moderate
Size	4 SP

ID	US7
Name	Collecting portions
Description	As a player, I want to collect portions so that preventing enemies.
Acceptance Criteria	<ol style="list-style-type: none"> 1. If adjacent square has invincibility potion, player can pick it. Player become invincible to all bombs and enemies and the effect of the potion only lasts a limited time.
Priority	Low
Size	3 SP

ID	US8
Name	Destroying enemies by sword
Description	As a player, I want to destroy enemies by sword so that keep myself safe.
Acceptance Criteria	<ol style="list-style-type: none"> 1. If I have sword with sufficient hits and collision with enemy, hit them. After that, the hits of sword reduced one time. 2. If the player runs out of capable hits of sword, it would disappear. Avoiding collision with enemy. 3. If the player does not have a sword, unlit bomb or in invincible time period. Player dies upon collision with an enemy.
Priority	Moderate
Size	4 SP

ID	US9
Name	Destroying enemies by bomb
Description	As a player, I want to destroy enemies by bomb so that keep myself safe.
Acceptance Criteria	<ol style="list-style-type: none"> 1. If the player has unlit bomb, they can drop at any square. 2. If there is a lit bomb, it should be burns down fuse in short fixed period before the bomb explodes. 3. Upon explosion, any boulders or enemies in the squares immediately to the left, right, above or below are destroyed. If the player is in any of these squares they die.
Priority	Moderate
Size	4 SP

1 Story point (SP) = 0.5 day

Priority (highest to lowest) = High, moderate, low

ID	US10
Name	Get hover potion
Description	As a player, I want to get hover potion so that flay to fit
Acceptance Criteria	1. if adjacent square has hover potion, player can pick it. Player can fly to all fits.
Priority	low
Size	2SP