Project Pitch

Title: Dungeon & Bad Decisions.

Description: A roguelike browser game utilizing randomly generated maps. Users will be able to register an account and track their own high scores. A scoreboard will be implemented where users can compete to get the highest score.

User Stories

As we did not have the capability to finish all of our stories due to time constraints, all stories that got canceled will be marked as such.
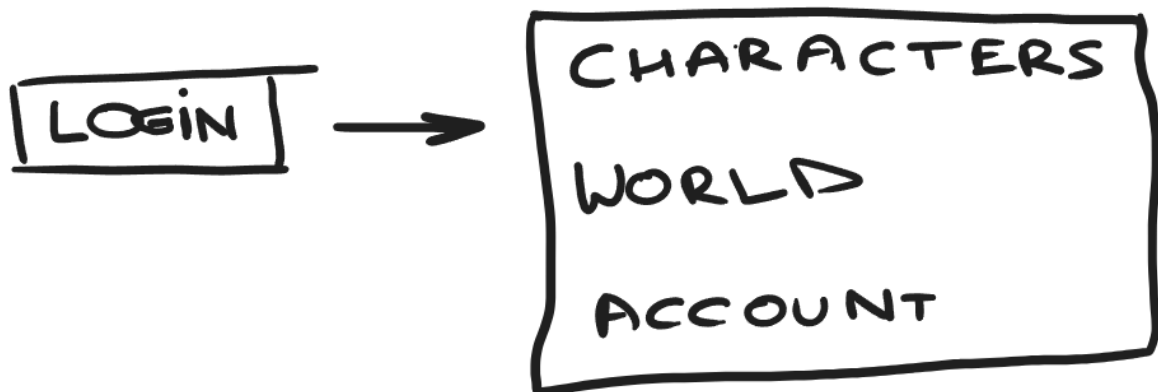
Story 1: Log in

As a user

I'm able to log into my account

So that I can enter my account

Wireframe:

Acceptance criteria:

-User can log into their account

-When logged in, user can access other tabs (characters, worlds,...)

Story 2: Account interface

As a user

I'm able to open my account

So that I can view my account details

Wireframe:

Acceptance criteria:

-User can see their account details (name, email, birthday, account creation date,...)
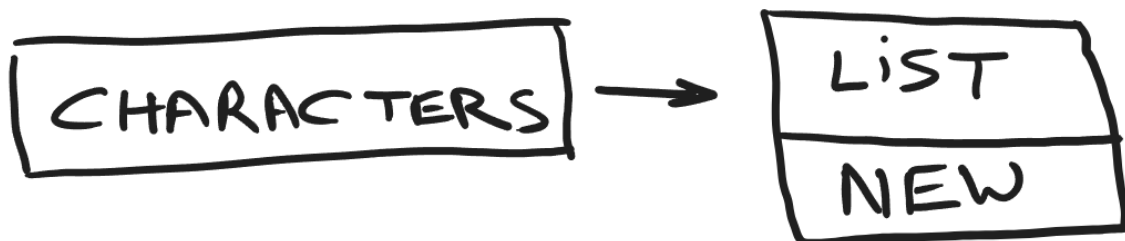
-Log out button is present

Story 3: Make player character

As a user

I'm able to make a player character

So that I can play with my own character

Wireframe:

Acceptance criteria:

-User can create character

-User can choose class (just different statistics)

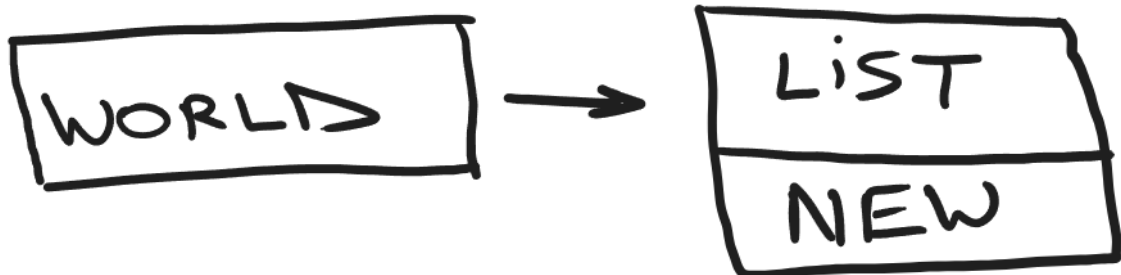-Player character has statistics which influence it's strength in battle

Story 4: Generate world

As a user

I'm able to generate a world

So that I can play on that world

Wireframe:

Acceptance criteria:

-User can generate world

-World generates multiple floors with closed border all around

-User can play on the world with a character

-User can leave the world and data will be saved

-User can delete worlds they created

Story 5: Playing view

As a player

I'm able to see the world

So that I know what's around me

Wireframe:

Acceptance criteria:

-Player is able to see the world around them

Story 6: Movement

As a player

I'm able to walk around the world

So that I can explore the world

Wireframe:

Acceptance criteria:

-Player can walk up, down, left and right

-Player position is updated on back end

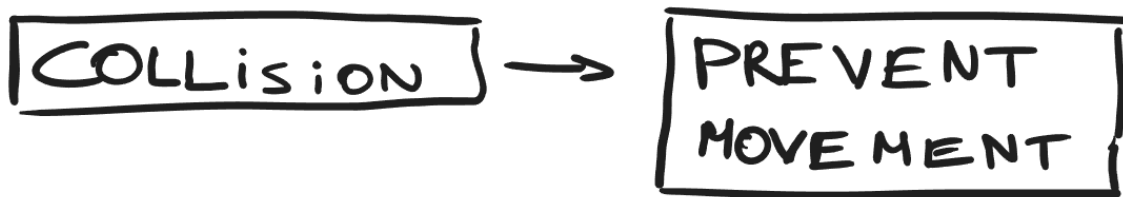-When Player leaves, position is saved

-When player joins, positon is loaded

Story 7: Collision

As a player

I'm able to bump into walls

So that I don't escape the world

Wireframe:

COLLISION ──→ PREVENT MOVEMENT

Acceptance criteria:

-Player cannot walk through walls

-Player cannot walk through NPC's, Enemies and other players

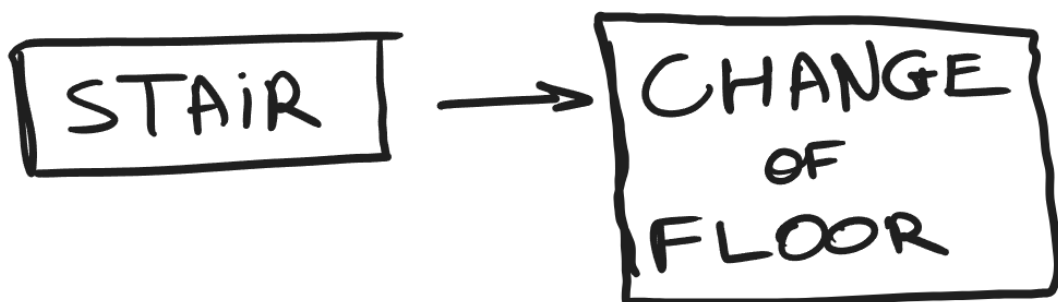## Story 8: Floor change

As a player

I'm able to change floors at stairs

So that I can progress in the game

Wireframe:

STAIR ──→ CHANGE OF FLOOR

Acceptance criteria:

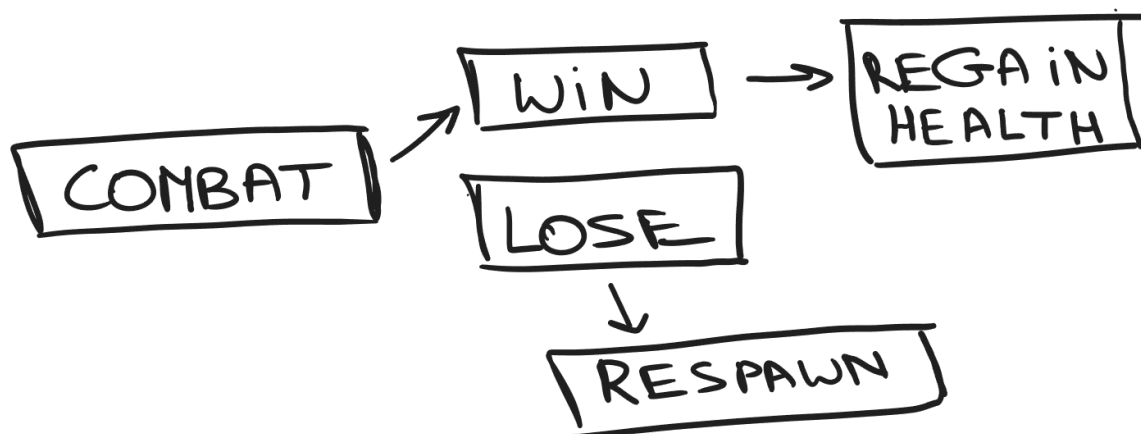-Player can change floors by walking onto stairs

Story 9: Battle

As a player

I'm able to fight enemies

So that I can win battles

Wireframe:

Acceptance criteria:

-Player can enter a battle with an enemy

-Player can fight in turn based combat with enemy

-Player can win or lose`

-When player loses they will respawn at world starting point

-When player wins they will regain their health

(Canceled) Story 10: Level up

As a player

I'm able to earn experience

So that I can level and earn better statistics

Wireframe:

Acceptance criteria:

-When player wins a battle, they will gain experience

-When player has enough experience, they will level up

-When player levels up, their statistics will increase

(Canceled) Story 11: NPC's

As a player

I'm able to talk to NPC's

So that the player gets interactions outside of combat.

-Player can approach an NPC and enter a conversation with them

-NPC will deliver their text to the player

(Canceled) Story 12: Inventory

As a player

I'm able to open my inventory

So that I can see my items

Wireframe:

Acceptance criteria:

-Player can open their inventory screen

-Inventory screen displays the items of the player

-Clicking on an inventory space will show more info on item

(Canceled) Story 13: Items

As a player

I'm able to acquire items

So that I can fill my inventory

Wireframe:

Acceptance criteria:

-Player can pick up items

-Player can get items from winning battles

-Items in the inventory will boost player statistics

(Canceled) Story 14: Currency

As a player

I'm able to use a currency

So that I can trade

Wireframe:

Acceptance criteria:

-Player has a currency they can see their amount of

-Player can get said currency from winning battles

(Canceled) Story 15: Shop

As a player

I'm able to buy and sell items

So that I can manage my inventory

Wireframe:

Acceptance criteria:

-Player can approach a store to start the trade

-Screen will open with inventory and what store offers

-Player will receive or give gold by selling or buying items

(Canceled) Story 16: Multiplayer

As a player

I'm able to join other people's world

So that I can play with friends

Wireframe:

Acceptance criteria:

-Player can join other player's worlds

-Players will be able to see each other in real time

(Canceled) Story 17: Talking

As a player

I'm able to talk in a multiplayer world

So that I can talk to my friends

Wireframe:
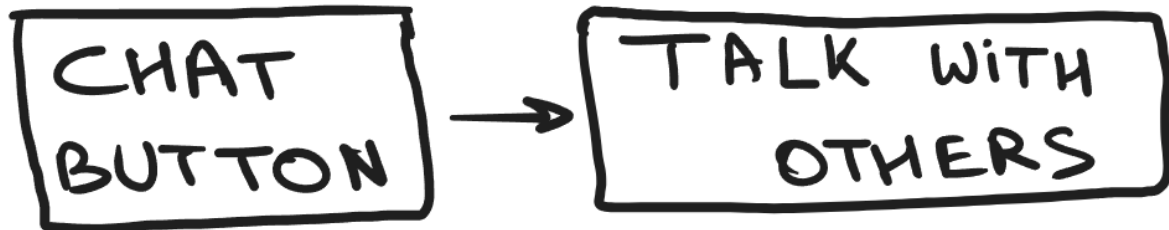
Acceptance criteria:

-Player can type a text message to send

-Other players will see this text

Story 18: High-Score

As a player

I'm able to get a score

So that I can post it to a board at the end of my run.

Wireframe:

Acceptance criteria:

-Player score gets uploaded to a scoreboard at the end of a run.

-Player can view high-score on the board and compare to a top 100.

Domain Model

User
Name
Email
Password
Birthday
Account creation date

1   has   *

Player Character
Name
Statistics
Class
Currency

1   has   1

Inventory
Items

*

can join

*

World
Name
Player positions

1

is made of

*

Floor
Enemies
NPC's

1

contains

0..1

Shop
Currency
Items
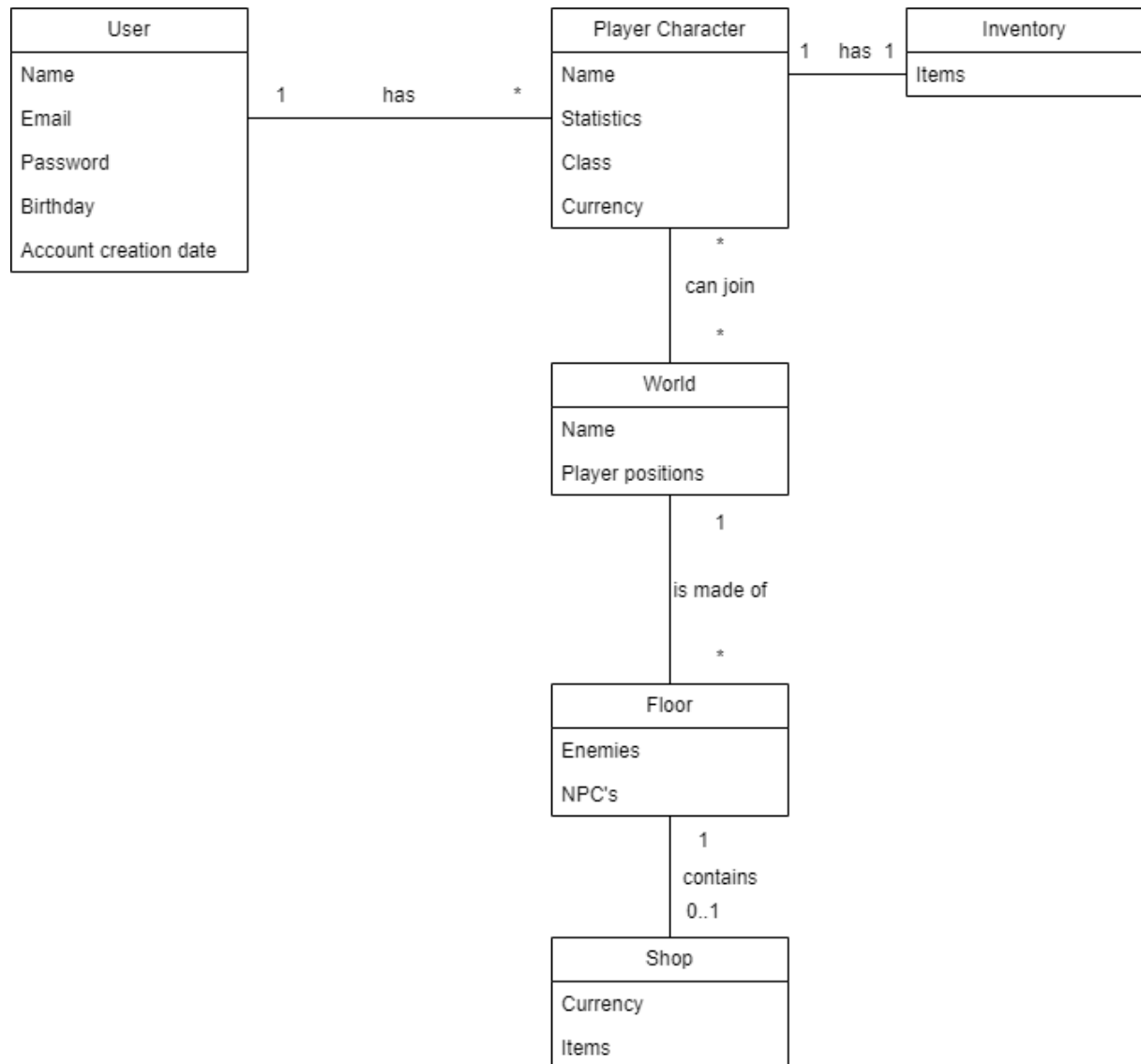
Database Models

Conceptual ERD

Logical Model

User
PK	Email
	Row 1
	Row 2
	Row 3

Player character
PK	ID
FK	InventoryID
FK	UserID
	Name
	Currency
	Statistics
	Class

Inventory
PK	ID

ItemInInventory
PK,FK1	InventoryID
PK,FK2	ItemID
	Amount

Item
PK	ID
	Statistics
	Price

ItemsInShop
PK,FK1	ItemID
PK,FK2	ShopID
	Amount
	Row 4

PlayerInWorld
PK,FK1	PlayerID
PK,FK2	WorldID
	PlayerPosition

World
PK	ID
	Name

Floor
PK	ID
FK	WorldID
	Row 2
	Row 3

Shop
PK	ID
FK	FloorID

NPC Locations
PK,FK1	FloorID
PK,FK2	NPCName
	Position

NPC
PK	Name
	Dialogue

EnemyLocations
PK	EnemyID
FK	EnemyType
FK	FloorID
	Position

Enemy
PK	Name
	Statistics