

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

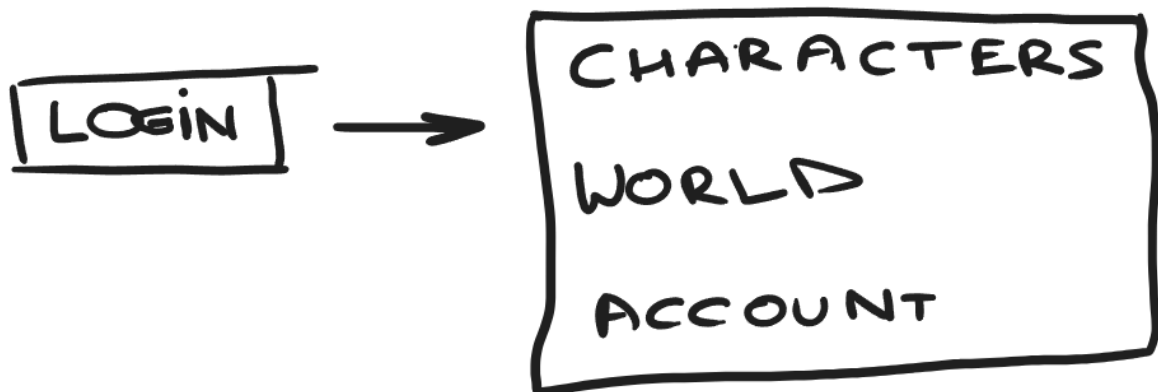
Story 1: Log in

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

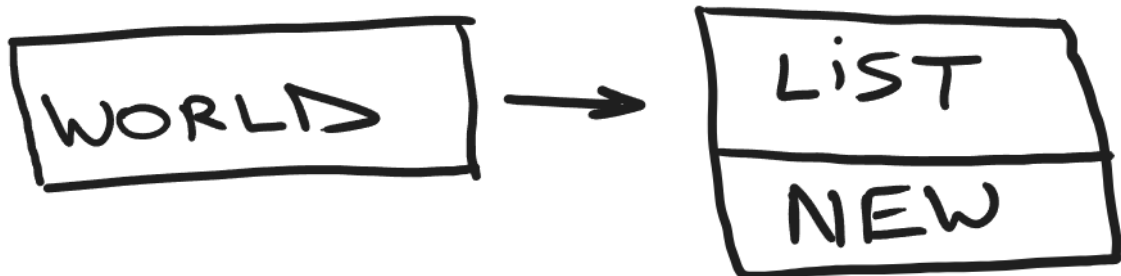
Story 4: Generate world

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, position is loaded

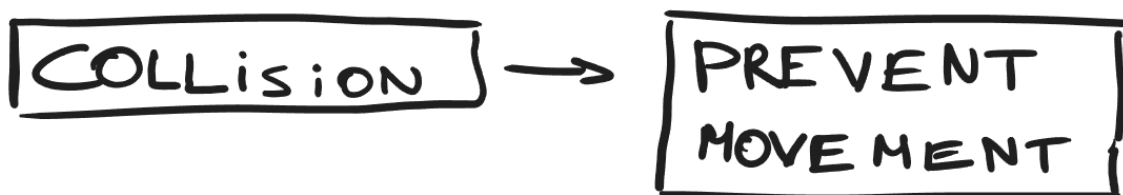
Story 7: Collision

As a player

I'm able to bump into walls

So that I don't escape the world

Wireframe:



Acceptance criteria:

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

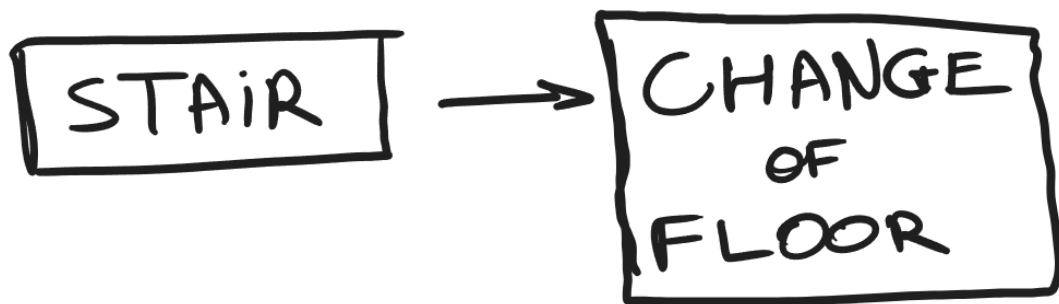
Story 8: Floor change

As a player

I'm able to change floors at stairs

So that I can progress in the game

Wireframe:



Acceptance criteria:

- Player can change floors by walking onto stairs

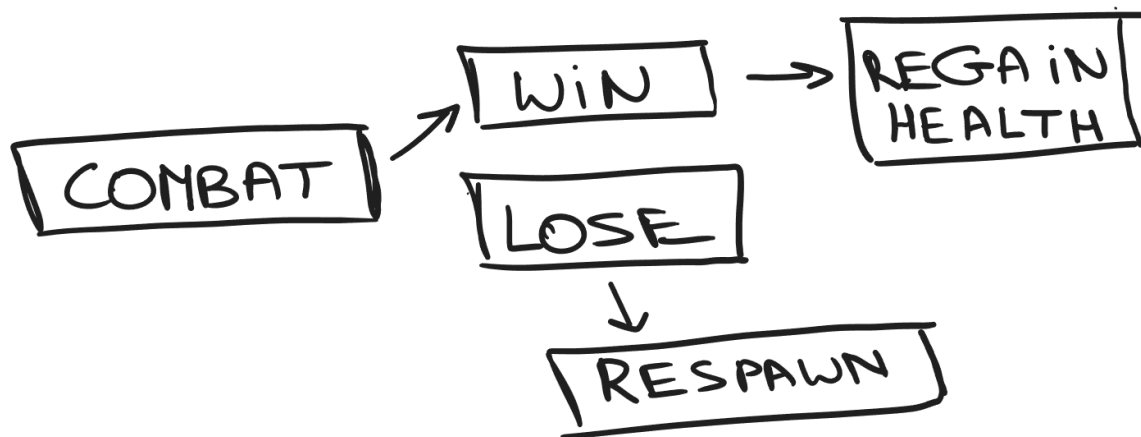
Story 9: Battle

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

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

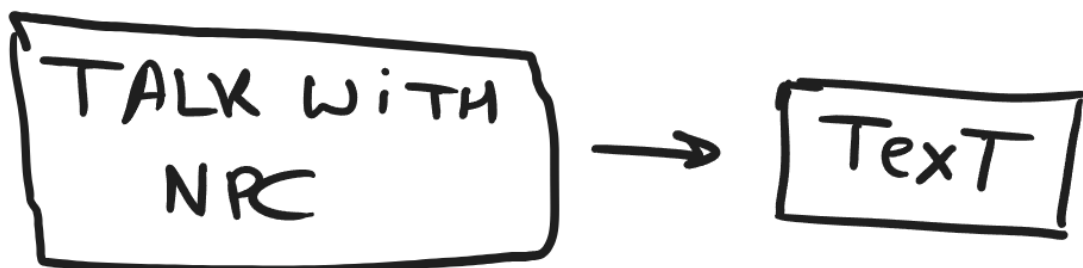
Story 11: NPC's

As a player

I'm able to talk to NPC's

So that the player gets interactions outside of combat.

Wireframe:



Acceptance criteria:

- Player can approach an NPC and enter a conversation with them
- NPC will deliver their text to the player

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

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

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

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

(optional) Story 16: Multiplayer

As a player

I'm able to join other people's world

So that I can play with friends

Wireframe:

CHARACTERS → MULTIPLAYER → PLAY IN
REAL TIME

Acceptance criteria:

- Player can join other player's worlds
- Players will be able to see each other in real time

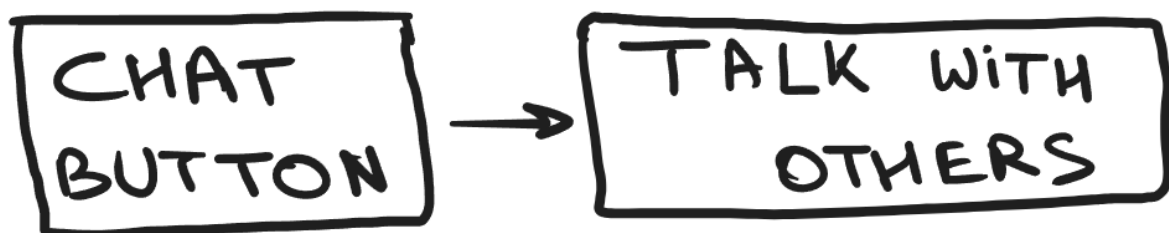
(Optional) Story 17: Talking

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.

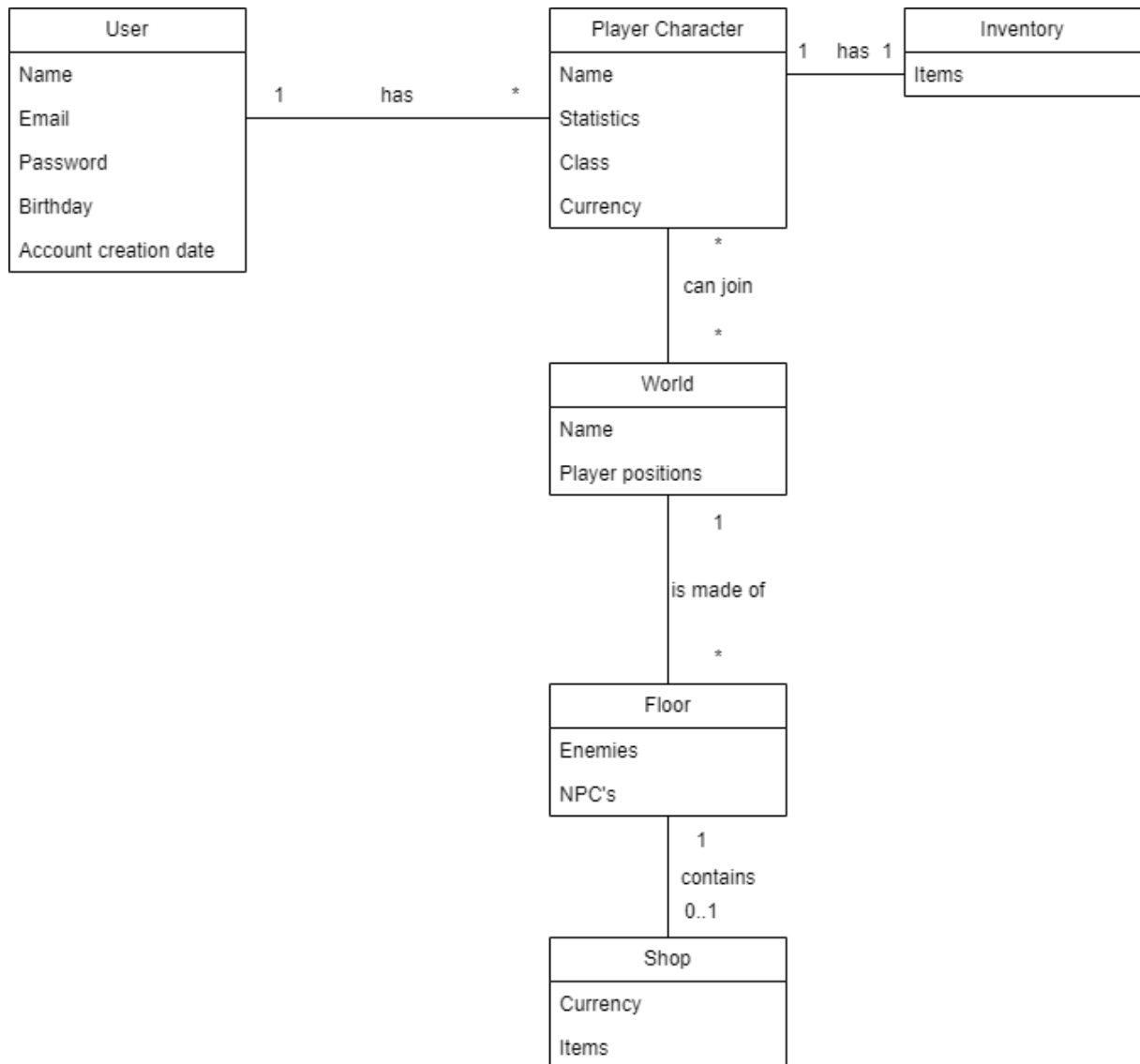
Wireframe:



Acceptance criteria:

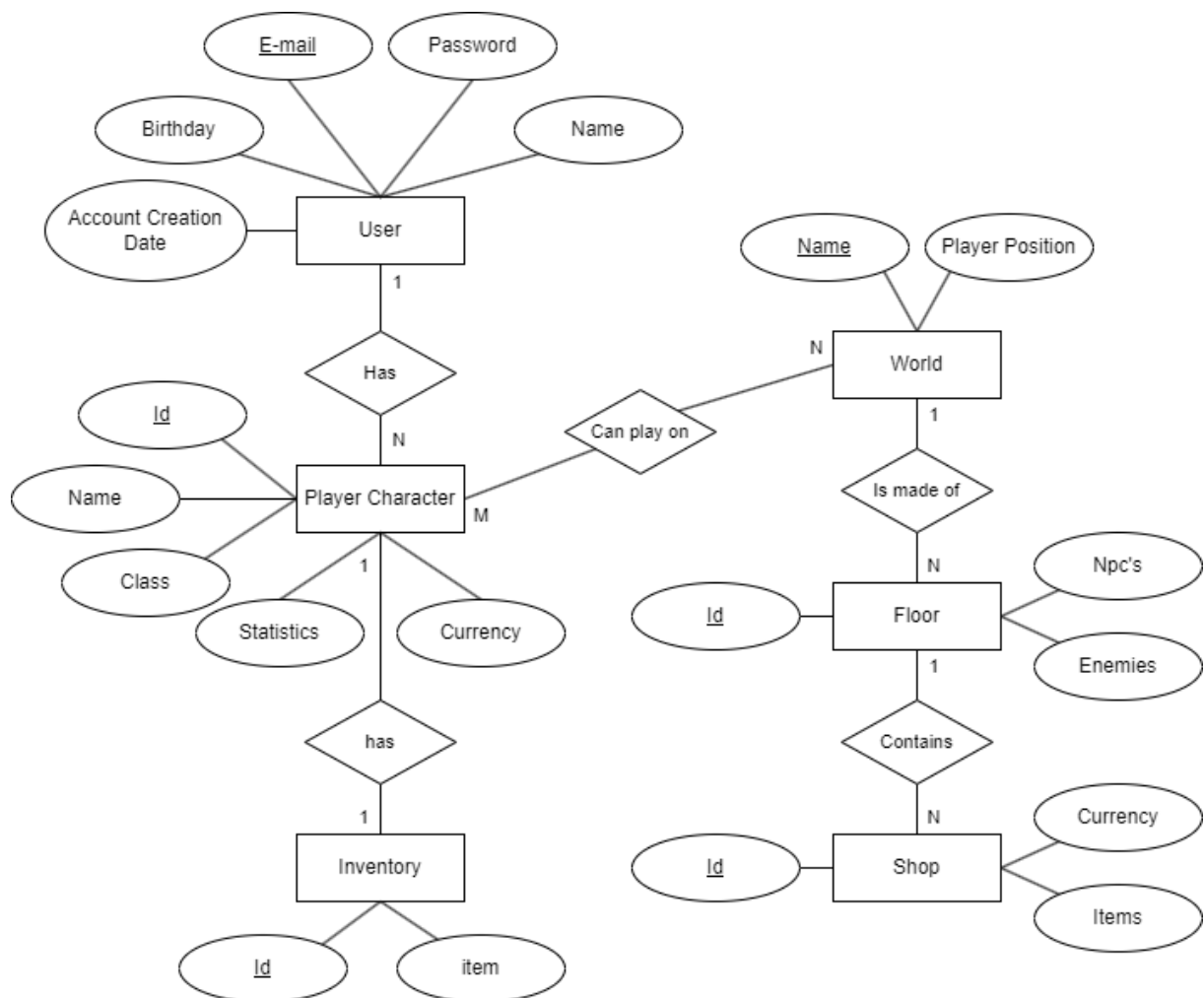
- Player score gets uploaded to a scoreboard at the end of a run.
- Player can view high-score on the board and compare to a top 100.

Domain Model



Database Models

Conceptual ERD



Logical Model

