

Epic story 1: As a player, I want to play the game in the dungeon and achieve the goal of the game so that I can enjoy the game.

User Story 1.1: As a player, I want to have a map in the dungeon

ID	US1
Name	Player Map
Description	As a player, I want to be able to have a map in the dungeon so that I can move around in the dungeon and achieve my goal
Acceptance criteria	<ul style="list-style-type: none">• The player will know what goal to achieve before starting the game• The map will be only made up of wall, path• Player cannot move on top of the wall• Player can only move on the path• All other entities cannot appear on the wall
Priority	1
Size	2 SP

User Story 1.2: As a player, I want to be able to have an exit in the dungeon to achieve one of my goal

ID	US2
Name	Player Exit
Description	As a player, I want to be able to have an exit in the dungeon so that I can move out the maze and achieve the goal
Acceptance criteria	<ul style="list-style-type: none">• Exit will not exist if 'getting to the exit' is not one of the goals• Exit only appear on the path of the map• There is at least one path to the exit after player has achieved other goals

	<ul style="list-style-type: none"> Entering the exit will be the last step for the player to achieve.
Priority	1
Size	2 SP

User Story 1.3: As a player, I want to be able to move straight up, straight down, straight left and straight right

ID	US3
Name	Player Move
Description	As a player, I want to be able to move straight up, straight down, straight left and straight right so that I can pick up items, kill enemies and move out the dungeon.
Acceptance criteria	<ul style="list-style-type: none"> Player only move on the path Player can not move through the wall Player can only move to the adjacent square(straight) Player only move one unit when keyboard is pressed one time Player will move 1 unit/secon when keyboard keeps being pressed Player can not move if more than one keyboard were pressed at the same time
Priority	1
Size	1 SP

User Story 1.4: As a player, I want to have enemies that will move towards me

ID	US4
Name	Enemy Move

Description	As a player, I want to have enemies that will move towards me so that enemies can kill me or I can kill enemies.
Acceptance criteria	<ul style="list-style-type: none"> • Enemy only appears on the path of map • Enemy only moves on the path of map • Enemy cannot move onto the wall • Enemies can appear in the same position • Enemy will not move if it cannot move closer to the player • Enemy can not pick and use all other entities on the map • Enemy will move away from the player if the player has invincibility potion. • The 'closer' above is measure by the shortest straight distance between player and enemy.
Priority	2
Size	2 SP

User Story 1.5: As a player, I want to be killed by the enemy or kill the enemy upon collision with him.

ID	US5
Name	Player death
Description	As a player, As a player, I want to be killed by the enemy or kill the enemy upon collision with him so that the game will be more challenging.

Acceptance criteria	<ul style="list-style-type: none"> • If the player has a sword with hits left, the collision with enemy will kill the enemy if the sword has enough hits (e.g, 4 hits left, collision will less than or equal 4 enemies will kill all of them) • If the sword doesn't have enough hits to kill the enemy (e.g, 1 hit left in sword and collision with 2 enemies). The player will kill one enemy and the left enemy will kill the player. • If the player does not have a sword, enemy will kill the player upon collision • If the player has an invisibility potion, the collision with enemies will kill all of them • If the player does not have an invincibility potion, the collision with enemy will kill player • If all enemies are killed, the player to achieve the goal to kill all of the enemies.
Priority	3
Size	3 SP

User Story 1.6: As a player, I want to be able to pick up sword in the dungeon.

ID	US6
Name	Pick Sword
Description	As a player, I want to be able to pick up sword in the dungeon so that I can kill the enemies.
Acceptance criteria	<ul style="list-style-type: none"> • Sword only appear on the path or floor switch • Sword can be automatically collected once the player and sword are in the same position. • Sword only can kill 5 enemies. • Player can only carry one sword at one time • A sword will disappear after being collected. • Player use sword to kill the enemy if player and enemy in the same position
Priority	2

Size	3 SP
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User Story 1.7: As a player, I want to be able to pick up treasure in map.

ID	US7
Name	Pick Treasure
Description	As a player, I want to be able to pick treasure in map so that I can achieve the goal to collect all of the treasure.
Acceptance criteria	<ul style="list-style-type: none"> • The treasure only appear on the path or floor switch • The treasure can be automatically collected once the player and treasure are in the same position. • The treasure will disappear after being collected • The collection of all the treasure will achieve the potential goal 'collect all of the treasure'.
Priority	2
Size	2 SP

User Story 1.8: As a player, I want to be able to pick invincibility in the map

ID	US8
Name	Pick Invincibility
Description	As a player, I want to be able to pick Invincibility in the map so that I can kill the enemies and I can be more likely to win this game.

Acceptance criteria	<ul style="list-style-type: none"> • The invincibility potion only appear on the path or floor switch • If the invincibility is picked, the player will be in 'invincible state' • The invincibility potion can be automatically collected once the player and invincibility potion are in the same position. • The invincibility potion will disappear after being collected • The invincibility potion has limitation of time(10 seconds) • Player will kill the enemy if player and enemy are in the same position
Priority	2
Size	1 SP

User Story 1.9: As a player, I want to be able to pick key in map

ID	US9
Name	Pick Key
Description	As a player, I want to be able to pick key in map so that I can kill the enemy and be more likely to win the game.
Acceptance criteria	<ul style="list-style-type: none"> • The key will have a corresponding door to open • The key only appear on the path or floor switch • If the key is picked, the player will be in 'invincible state' • The key can be automatically collected once the player and key are in the same position. • The key will disappear after being collected • The player can only carry one key at a time
Priority	2

Size	1 SP
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User Story 1.10: As a player, I want to be able to open door by the corresponding key

ID	US10
Name	Open Door with key
Description	As a player, I want to be able to open door by the corresponding key so that I can enter the door to avoid being killed by the enemies.
Acceptance criteria	<ul style="list-style-type: none"> • The door only appear on the path • Every door has its corresponding key • Player can open the door if the player has the corresponding • The door will block the player like a wall if the player doesn't have a corresponding key in hand • The key will disappear after open the corresponding door • The door will keep open after the player has used the key to open the door
Priority	2
Size	2 SP

User Story 1.11: As a player, I want to be able to push boulder to floor switch

ID	US11
Name	Player Push boulder to floor switch

Description	As a player, I want to be able to push boulder to floor switch so that I can activate it and achieve the goal to activate all floor switches.
Acceptance criteria	<ul style="list-style-type: none"> • The boulder only appear on the path • The boulder can be pushed to the same direction with the move of the player and with the same speed. • The boulder cannot be pushed to the wall • The boulder can activate floor switch if it is pushed onto the floor switch (they are in the same position) • The player is strong enough to push one boulder. (e.g, if there are two boulders in front of the player, the player cannot move it) • If all boulders are pushed into floor switch, the player achieved one of the potential goal (trigger all of the floor switch) • The floor switch will be untriggered if the boulder is pushed off the floor switch
Priority	2
Size	1 SP

User Story 1.12: As a player, I want to be able to enter the portal

ID	US12
Name	Use portal
Description	As a player, I want to be able to use portal so that I can be teleported to the corresponding portal
Acceptance criteria	<ul style="list-style-type: none"> • The portal only appear on the path • If the player enter portal, the player will go to corresponding portal • The portal can be used for unlimited times
Priority	1 SP

Size	1 SP
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Epic Story 2: As a designer, I want to enable the play to win or lose the game so that I can make the game run normal.

User story 2.1: As a designer, I want to enable player to know if he win or lose the game after finishing the game

ID	US13
Name	Check Goal
Description	As a designer, I want to enable player to know if he win or lose the game after finishing the game so that he will know the results of his play and enjoy this game
Acceptance criteria	<ul style="list-style-type: none"> • If getting to an exit is one of a conjunction of conditions, and the player doesn't do it in the last. He will lose the game. • If there are not enough boulders left to trigger the floor switch and activate all floor switch is one of the goals, the player will lose the game and the game will be forced to stop (e.g, there are 5 boulders in the dungeon. 2 boulder are pushed to the corner which means that they cannot be moved by the player. There are 4 floor switches in the dungeon to activate. In this condition, the player doesn't have enough boulders left to activate the floor switch and he will lose the game) • If the player is killed by enemies, he will lose the game and be forced to leave. • If the player has achieved all of the goal, he will win the game.
Priority	5
Size	5 SP