

Title: Player Movement	Priority: 1	Estimate: 10hrs
As a <i><Project Designer></i> I want to <i><Design functions and methods that allow for a user to control the Player Character's movements.></i> so that I can <i><Enable the user to interact with and progress through the game.></i>		
Acceptance criteria Given <i><User interaction.></i> When <i><The user inputs certain keystrokes.></i> Then <i><The Player Character will run left and right, jump, aim and fire the weapon, and sprint left and right.></i>		

Title: Level Design	Priority: 2	Estimate: 30hrs
As a <i>< Project Designer></i>		
I want to <i><Create one or more levels within the game engine and the game.></i>		
so that I can <i><Create for the user an environment within the game to interact with.></i>		
Acceptance criteria		
Given <i><User interaction.></i>		
When <i><The user opens the game.></i>		
Then <i><At least one level should be present for the user to interact with.></i>		

Title: Special Obstacles	Priority: 3	Estimate: 20hrs
As a <Project Designer> I want to <Create special obstacles using the game engine within the game.> so that I can <Create set-pieces for the user to interact with.>		
Acceptance criteria Given <User interaction> When <The user shoots the special obstacle with a certain type of weapon.> Then <The special obstacle is destroyed.>		

Title: Doors	Priority: 4	Estimate: 5hrs
<p>As a <i><Project Designer></i></p> <p>I want to <i><Create doors within the game that open when certain criteria is met.></i></p> <p>so that I can <i><Impede the user until a certain set of criteria is met by said user.></i></p>		
<p>Acceptance criteria</p> <p>Given <i><User interaction></i></p> <p>When <i><The user meets some criteria via control of the Player Character within the game.></i></p> <p>Then <i><The door will open.></i></p>		

Title: Powerups	Priority: 5	Estimate: 10hrs
As a <i><Project Designer></i> I want to <i><Create objects within the game that the user can interact with.></i> so that I can <i><Facilitate user interaction by providing the user with in-game resources.></i>		
Acceptance criteria Given <i><User interaction></i> When <i><The user moves the Player Character within a certain range of these objects.></i> Then <i><The Player Character's energy and/or weapon munitions will be restored to a certain extent.></i>		

Title: Weapon Upgrades	Priority: 6	Estimate: 10hrs
<p>As a <i><Project Designer></i></p> <p>I want to <i><Create objects within the game that the user can interact with.></i></p> <p>so that I can <i><Facilitate the user's progression through the game via in-game items that unlock other parts of the game.></i></p>		
<p>Acceptance criteria</p> <p>Given <i><User interaction></i></p> <p>When <i><The user moves the Player Character within a certain range of these objects.></i></p> <p>Then <i><The Player Character will acquire some new form of in-game weaponry that is necessary for further progression.></i></p>		

Title: Armor Upgrades	Priority: 7	Estimate: 10hrs
<p>As a <i><Project Designer></i></p> <p>I want to <i><Create objects within the game that the user can interact with.></i></p> <p>so that I can <i><Facilitate the user's progression through the game via in-game items that increase the Player Character's survivability.></i></p>		
<p>Acceptance criteria</p> <p>Given <i><User interaction></i></p> <p>When <i><The user moves the Player Character within a certain range of these objects.></i></p> <p>Then <i><The Player Character's hit point and/or resources should increase, or the Player Character will acquire an upgrade to an existing ability or a new ability.></i></p>		

Title: Static AI Enemies	Priority: 8	Estimate: 30hrs
<p>As a <i><Project Designer></i></p> <p>I want to <i><Create entities within the game that the user can interact with.></i></p> <p>so that I can <i><Facilitate the user's progression through the game and engage the user with the game's core gameplay loop.></i></p>		
<p>Acceptance criteria</p> <p>Given <i><User interaction></i></p> <p>When <i><The user navigates the Player Character into direct physical contact with this entity, or the user uses the Player Character to eliminate this entity.></i></p> <p>Then <i><The Player Character will have hit points removed, or the entity will de-spawn and may or may not drop some form of collectable or resource for the user.></i></p>		

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<https://www.aha.io/roadmapping/guide/requirements-management/what-is-a-good-feature-or-user-story-template>

Title: Dynamic AI Enemies	Priority: 9	Estimate: 65hrs
<p>As a <i><Project Designer></i></p> <p>I want to <i><Create entities within the game that the user can interact with.></i></p> <p>so that I can <i><Facilitate the user's progression through the game and engage the user with the game's core gameplay loop.></i></p>		
<p>Acceptance criteria</p> <p>Given <i><User interaction></i></p> <p>When <i><The user navigates the Player Character into direct physical contact with this entity, the user navigates the Player Character within a certain range of the entity, or the user uses the Player Character to eliminate this entity.></i></p> <p>Then <i>< The Player Character will have hit points removed, the Player Character will trigger some form of aggressive action from the entity that may or may not result in the Player Character losing hit points, or the entity will de-spawn and may or may not drop some form of collectable or resource for the user.></i></p>		

Total Time Estimate (hours): $190 + 20$ (collective time spent in meetings) = 210 hours

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