

Epic Story 1: As a Human Player, I would like to see and control the Character's movement.

User Story 1	
Name	Automatically moving the Character
User Story Description	As a Human Player, I want to let the Character move automatically but with different speed on different path tiles, so that I don't need to control the Character all the time.
Acceptance Criteria	<ul style="list-style-type: none">• Given the Character is running clockwise automatically, then Human Play doesn't need to control anything.• Given that there are different types of path tiles, then the Character will run on the path with different speeds.
Estimate	2
Priority	High

User Story 2	
Name	Changing the game state by using the keyboard
User Story Description	As a Human Player, I want to start, pause and stop the game whenever I want to so that I can control the game state by myself.
Acceptance Criteria	<p>Giving the game is running, when the Human Player pressed backspace once, then the game will be paused and move functionality will be banned.</p> <p>Giving the game is paused, when the Human Player pressed backspace once, then the game will be resumed and move functionality will be available.</p>
Estimate	3
Priority	Medium

Epic Story 2: As a Human Player, I would like the Character to collect and use items.

User Story 1	
Name	Items in the inventory for the battle.
User Story Description	As a Human Player, I would like the Character to have some weapons and protective gear, so that the Character can be stronger and less likely to lose the battle
Acceptance Criteria	Weapons: 1. Sword: +4 attack 2. Stake: +3 attack 3. Staff: +2 attack (20% probability to trace enemy) 4. Anduril, Flame of the West: + 7 attack / + 21 attack(against boss) Protective gears: 1. Shield: *0.9 damage 2. Helmet: +3 damage (-3 attack) 3. Armor: /2 damage 4. Tree Stump: *0.9 damage / * 0.3 damage(against boss)
Estimate	1
Priority	Medium

User Story 2	
Name	Equip the items in the inventory for the battle.
User Story Description	As a Human Player, I would like to equip the Character with the items so that the Character can have a higher possibility of winning the battle.
Acceptance Criteria	1.Character can only equipped weapons/ protective gears they already own. 2.Number of equipment items:

	<ul style="list-style-type: none"> • The Character can only equip one weapon (Sword/Stake/Staff/Anduril, Flame of the West) • The Character can only equip one shield (shield/ Tree Stump) • The Character can only equip one helmet • The Character can only equip one armor
Estimate	1
Priority	Medium

User Story 3	
Name	Use the items for refilling health.
User Story Description	As a Human Player, I would like to improve the Character with the items, so that the Character can live longer to play the game.
Acceptance Criteria	<ul style="list-style-type: none"> • Given that the bag contains the health potion then the Human Player can help the Character to refill the health while he is not in the battle by pressing "ENTER" • Given that the bag contains The One Ring, the Character can refill all health if it dies in the battle.
Estimate	2
Priority	Medium

User Story 4	
Name	Use the gold to buy the items.
User Story Description	As a Human Player, I would like to buy some items for the Character from time to time, so that the Character can live longer and perform better during the battle.
Acceptance Criteria	<p>Given that the Character can own gold and the Character is as Hero Castle at specific round (1, 3, 6, 10...), then the Character can purchase different items using gold.</p> <ul style="list-style-type: none"> • Sword: 15 (gold) • Stake: 10

	<ul style="list-style-type: none"> • Staff: 15 • Shield: 15 • Helmet: 5 • Armor: 20
Estimate	2
Priority	Medium

User Story 5	
Name	Get the items from cards lost due to being the oldest and replaced.
User Story Description	As a Human Player, I would like to help the Character to get the items by losing the cards so that the cards won't exceed the limits.
Acceptance Criteria	<ul style="list-style-type: none"> • Given that the card's bag is full, then the oldest card will be lost, and random items/gold will be added.
Estimate	3
Priority	Medium

User Story 6	
Name	Get the items by picking up off the ground.
User Story Description	As a Human Player, I would like to help the Character to get the items by picking them on the ground so that the Character can get the items he/she needs.
Acceptance Criteria	<ul style="list-style-type: none"> • Given that gold and the health potion will be randomly spawn on different path tiles, then the Character can help pick up and add the items.
Estimate	5
Priority	Low

User Story 7

Name	Get the gold by selling spare items.
User Story Description	As a Human Player, I would like to help the Character sell spare items so that the Character can get more gold.
Acceptance Criteria	<p>Given the Character is as Hero Castle at specific round (1, 3, 6, 10...), then the Human Player can help the Character sell some items to get more gold.</p> <ul style="list-style-type: none"> • Sword: 1 (gold) • Stake: 1 • Staff: 2 • Shield: 1 • Helmet: 1 • Armor: 2 • Doggie Coin: 3-5(1-40 cycle), 5-10(Elan Muske exist), 0-2(Elan Muske die)
Estimate	5
Priority	Low

Epic Story 3: As a Human Player, I would like to battle with different enemies

User Story 1	
Name	Health and damage for enemies
User Story Description	As a Human Player, I want the Character to start to fight different enemies in different battle radius, so that I can meet some easily defeated enemies to survive and meet some stronger enemies afterwards to make the game more exciting.
Acceptance Criteria	<p>The damage variance for different enemies:</p> <ol style="list-style-type: none"> 1. Slug will cause 10 points losses, 2. Zombies will cause 20 points losses. (30% critical) 3. Vampires will cause 40 points losses. (30% critical) 4. SlugVampires will cause 30 points losses. (20% critical) 5. Doggie will cause 15 points losses. (10% Stun)

	6. Elan Muske will cause 50 points losses. The health variance for different enemies: <ol style="list-style-type: none"> 1. Slugs have 20 health points 2. Zombies have 20 health points 3. SlugZombies have 20 health points 4. Vampires have 40 health points 5. Doggies have 80 health points 6. Elan Muske has 60 health points
Estimate	1
Priority	medium

User Story 2	
Name	Battle radius and support radius for enemies
User Story Description	As a Human Player, I want the Character to start to fight different enemies in different battle radius, so that I can have variance gaming experience.
Acceptance Criteria	<ol style="list-style-type: none"> 1. Given that Character encounters different enemies, the battle radius variance: <ul style="list-style-type: none"> • Slug: 2 path tiles (circle, include edge) • Zombie/SlugZombie: 3 path tiles (circle, include edge) • Vampire: 5 path tiles (circle, include edge) • Doggie: 2 path tiles (circle, include edge) • Elan Muske: 2 path tiles (circle, include edge) 2. Given that Character encounters different enemies, the support radius variance: <ul style="list-style-type: none"> • Slug: 3 path tiles • Zombie /SlugZombie: 5 path tiles • Vampire: 6 path tiles • Doggie: 3 path tiles • Elan Muske: 3 path tiles 3. Given that Character encounters an enemy within a specific radius, the battle starts.
Estimate	2

Priority	medium
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User Story 3	
Name	Spawn for enemies
User Story Description	As a Human Player, I want the enemies to spawn differently, so that I can have some preparation beforehand.
Acceptance Criteria	<ol style="list-style-type: none"> 1. Given that the enemy is a slug, the enemy spawns randomly on the tiles. 2. Given that the Character completes a cycle of the path, the Zombie(cycle < 5 & even cycle)/ SlugZombie(odd cycle >= 5) spawns from zombie pit. 3. Given that the Character completes 5 cycles of the path, the Vampire spawns from vampire castle. Given that the Character completes 20 cycles of the path, the Doggie spawns randomly. 4. Given that the Character completes 40 cycles of the path and reaches 10000 experience points, the Elan Muske spawns randomly.
Estimate	3
Priority	medium

User Story 4	
Name	Special characteristic for enemies
User Story Description	As a Human Player, I want each enemy to have their special characteristic, so that the game experience can be improved.
Acceptance Criteria	<ul style="list-style-type: none"> • Given that the allied soldier is bitten by a Zombie, the allied soldier has 30% probability to be transferred into a zombie. • Given that zombies move slower than other creatures, then the Character can have more time to battle with zombies. • Given that the Character is attacked by vampire, Character will receive 30% random additional damage. • Given that the Character is attacked by doggie, Character will be stunned (15%) and cannot make an attack in a certain period (1 round).

	<ul style="list-style-type: none"> Given that the Character defeats a doggy, Doggie Coin will spawn, which randomly fluctuates in sellable price to an extraordinary extent Given that Elan Muske exists, it heals other enemy NPCs and increases drastically to the price of Doggie Coin Given that the Character defeats an Elan Muske, the price of Doggie Coin will plummet
Estimate	4
Priority	medium

User Story 5	
Name	Win Items
User Story Description	As a Human Player, I want the Character to win basic items or even rare items from battles so that the Character can be stronger.
Acceptance Criteria	<p>1. Given that the battle is triggered, when Character wins, then I attain some items or cards with possibility:</p> <ul style="list-style-type: none"> Slug: card 30%, gold 30%, health potion 10%, item 10%, rare 1% Zombie: card 40%, gold 40%, health potion 20%, item 20%, rare 2% Vampire/SlugVampire: card 50%, gold 50%, health potion 30%, item 30%, rare 3% Doggie: Doggie Coin 100%, card 30%, gold 30%, health potion 10%, item 10%, rare 4% Elan Muske: card 50%, gold 50%, health potion 10%, item 30%, rare 5% <p>2. Given that the item bag is full, when I attain new items, then old items will be dealt with rule:</p> <ul style="list-style-type: none"> Card: the capacity of items is 15, extra card is decomposed into 1 gold and 100 experiences and 50% chance for 1 random equipment. Items: The capacity of cards is 10, every extra item is decomposed into 1 gold and 50 experiences.
Estimate	3
Priority	medium

User Story 6	
Name	Gain experience
User Story Description	As a Human Player, I want the Character to gain some experience after defeating enemies, so that I can help the Character to achieve goals and win the game
Acceptance Criteria	<p>1. Given that the battle is triggered, when Character wins, then Character loses some health and gets experience:</p> <p>defeating a Slug will gain 100 experiences, defeating a Zombie will gain 500 points experiences defeating a Vampire/SlugVampire will gain 1000 experiences. defeating a Doggie will gain 1500 experiences. defeating Elan Muske will gain 2500 experiences.</p> <p>2. Given that the battle is triggered, when character loses the battle, then health bar will go to zero and I lose the game.</p>
Estimate	5
Priority	medium

User Story 7	
Name	Get support from buildings
User Story Description	As a Human Player, I want the Character to gain some experience after defeating enemies, so that I can help the Character to achieve goals and win the game
Acceptance Criteria	<p>1. Given that a battle is happening, and the tower is inside the support radius (direct distance, center to center), the tower can attack the enemy by 5 points</p> <p>2. Given that a battle is happening, and the Campfire is inside the support radius (direct distance, center to center), the Campfire can double character's attack</p> <p>3. Given that an enemy pass through a Trap, the enemy will loss 10 points and the trap will disappear</p>
Estimate	6
Priority	medium

Epic Story 4: As a Human Player, I would like to interact with the map.

User Story 1	
Name	Putting building cards on the map
User Story Description	As a Human Player, I would like to place the building cards to some place on the map, so that I can help the Character become stronger.
Acceptance Criteria	<p>Given that I have some building cards, when I put cards on places which are not allowed, then cards will not be put successfully, Vampire castle, Zombie pit and Tower are only on non-path tiles adjacent to the path and Village, Barracks, Trap and Campfire are on path tiles.</p> <p>Given that I have some building cards, when I put cards on places which are allowed, then cards will disappear, and building will appear on the map.</p>
Estimate	3
Priority	medium

User Story 2	
Name	Interact with buildings.
User Story Description	As a Human Player, I would like to see the automatic changes of the map during the game progress, so that the Character can encounter new events.
Acceptance Criteria	<p>Given that the Character reaches the Hero Castle at specific round (1, 3, 6, 10...), Character can buy and sell items</p> <p>Given that a Character passes through a village, character can get a health refill of 5 points</p> <p>Given that a Character passes through a Barracks, character can get a Allied Soldier</p>
Estimate	5
Priority	low

User Story 3	
Name	Map update after each new loop.
User Story Description	As a Human Player, I would like to see the automatic changes of the map during the game progress, so that the Character can encounter new events.
Acceptance Criteria	<p>Given that the Character reaches the castle, when the next round is ready to start, then the map should be updated with new enemies, allies and items.</p> <p>Given that a Character has won a battle, when battle is finished, then the corresponding enemies should be removed from the map.</p> <p>Given that a Character encountered a building, when the event triggered is finished, then the building should be destroyed.</p>
Estimate	6
Priority	low

Epic Story 5: As a Human Player, I would like to have a menu to control the general game settings.

User Story	
Name	Saving and loading the Game progress
User Story Description	As a Human Player, I would like to save and load the game progress, so that I can play the game and resume where I stopped next time I want to play.
Acceptance Criteria	<p>Given one round will finish, when the Character just reaches the castle, then the progress of the game will be autosaved.</p> <p>Given Character is at the castle, when I clicked on the save button, then the progress of the game will be saved.</p> <p>Given Character is at the castle, when I clicked on the load button, then I can choose which saving file I want to load.</p>

Estimate	2
Priority	low

User Story	
Name	Control the speed of the game.
User Story Description	As a Human Player, I would like to control the game speed, so that I can make sufficient reaction to Character.
Acceptance Criteria	Given that the game is running anytime, when I switch the speed of the game, then the interval between every movement of the Character will be changed.
Estimate	4
Priority	low

User Story	
Name	Game help.
User Story Description	As a Human Player, I would like to have a game introduction, so that I can know how to play the game.
Acceptance Criteria	<p>The game intro include:</p> <ol style="list-style-type: none"> 1. What the game is 2. How to play a game 3. Enemies and items 4. Card and buildings 5. Goals
Estimate	6
Priority	low

Epic Story 7: As a user, I would like to get various gaming experiences by setting different modes.

User Story 1	
Name	Standard mode
User Story Description	As a Human Player, I want to have a relatively easier mode, so that I can get familiar with the game more easily.
Acceptance Criteria	Given that I am in Survival mode, I can purchase everything from the Hero's Castle.
Estimate	1
Priority	Medium

User Story 2	
Name	Survival mode
User Story Description	As a Human Player, I want to have a mode that is harder to survive, so that the game can become more exciting.
Acceptance Criteria	Given that I am in Survival mode, I can only purchase 1 health potion each time
Estimate	2
Priority	Medium

User Story 3	
Name	Berserker mode
User Story Description	As a Human Player, I want to have a more difficult mode, so that I can have more challenge while playing the game.
Acceptance Criteria	Given that I am in Berserker mode, I cannot purchase more than 1 piece of protective gear (protective gear includes armor, helmets, and shields) each time

Estimate	3
Priority	Medium

User Story 4	
Name	Confusing mode
User Story Description	As a Human Player, I want to have a more confusing mode, so that I can have more fancy experience related to using the items.
Acceptance Criteria	Given that I am in Confusing mode, the rare item can have additional functions from other rare items.
Estimate	3
Priority	Medium

Epic Story 8: As a user, I want to complete the whole game by achieving a specific goal.

User Story 1	
Name	Achieve goals
User Story Description	As a Human Player, I want to have some goals to achieve, so that I can know how to help the Character to complete the game
Acceptance Criteria	Given that the Character collects 1000 gold && Character completes 50 cycles the Character completes the game && Obtains 123456 experience && kill the boss, the Character win the game
Estimate	3
Priority	High

