COMP2511 meeting minutes

|  |  |
| --- | --- |
| Location: | Online |
| Date: | 24/6/2021 |
| Time: | 21:30 – 24:00 AEST |
| Attendees: | All |

# Agenda items

1. Read Through the project spec.
2. Discussion of epic story and user story.

# Outcomes

Epic Story 1: As a user, I would like to control the movement of character and the progress of the game.

Epic Story 2: As a user, I would like to collect and use my items(rare) in my inventory.

Epic Story 3: As a user, I would like to use the trading systems based on the gold.

Epic Story 4: As a user, I would like to gain some feedback from the battle.

Epic Story 5: As a user, I would like design the building elements in the map within limits.

Epic Story 6: As a user, I would like to have a menu to change the settings.

Epic Story 7: As a user, I wish I can encounter various objects during the way.

Epic Story 8: As a user, I would like to get various gaming experience by setting different modes.

Epic Story 9: As a user, I want to win the whole game with achieving some goals.

# Actions

|  |  |  |
| --- | --- | --- |
| Task | Allocation | Due date |
| Finish User story details (EP1-3) | Suiyue Jiang | 25/6 Friday 23:59 |
| Finish User story details (EP4-6) | Ao Dong | 25/6 Friday 23:59 |
| Finish User story details (EP7-9) | Wenyao Chen | 25/6 Friday 23:59 |
| Set up task board | Weiqiang Zhuang | 26/6 Saturday 23:59 |

**Epic Story 1: As a user, I would like to control the movement of character and the progress of the game.**

|  |  |
| --- | --- |
| User Story 1 | |
| Name | Moving the player by using the keyboard |
| User Story Description | As a user I want to control the Human Player by keyboard. |
| Acceptance Criteria | * A user can only move in the same direction within the border of the plane. * A user cannot move when the user opens the menu * A user cannot move when the user is fighting * A user cannot move when the user is ready to collect/use the items * A user cannot move when the user is trading for something. |
| Estimate | 3 |
| Priority | High |

|  |  |
| --- | --- |
| User Story 2 | |
| Name | Changing the game state by using the keyboard |
| User Story Description | As a user I want to start, pause and stop the game whenever I want to. |
| Acceptance Criteria | When the user pauses the game by pressing spacebar, the user can resume the game again by pressing spacebar again until the user restarts the game. |
| Estimate | 3 |
| Priority | Medium |

|  |  |
| --- | --- |
| User Story 3 | |
| Name | Encountering enemies |
| User Story Description | As a user, I would like to encounter some enemies in this game so I can have fun fighting against them. |
| Acceptance Criteria | The user will die if they couldn’t defeat slugs, zombies, vampires.   * The battle radius is the same as the support radius for a slug. * Zombies have a higher battle radius than slugs * Vampires have a higher battle radius than slugs, and an even higher support radius. |
| Estimate | 7 |
| Priority | High |

# **Epic Story 2: As a user, I would like to collect and use my items(rare) in my inventory.**

|  |  |
| --- | --- |
| User Story 2 | |
| Name | Get the items from cards lost due to being the oldest and replaced |
| User Story Description | I would like to get the items by losing the cards |
| Acceptance Criteria | * When too many cards are received, the oldest card is lost |
| Estimate | 2 |
| Priority | Medium |

|  |  |
| --- | --- |
| User Story 3 | |
| Name | Get the items from cards by picking up off the ground |
| User Story Description | I would like to collect some items from the ground. |
| Acceptance Criteria | * The items could be collected on certain paths. |
| Estimate | 2 |
| Priority | Low |

**Epic Story 3: As a user, I would like to use the trading systems based on the gold.**

|  |  |
| --- | --- |
| User Story 1 | |
| Name | Getting gold by selling useful items |
| User Story Description | I would like to get some gold by selling some spare items. |
| Acceptance Criteria | * A user can’t buy the cards with gold * The user must have the valuable items to sell |
| Estimate | 2 |
| Priority | Low |

|  |  |
| --- | --- |
| User Story 2 | |
| Name | Spending gold by buying useful items |
| User Story Description | I would like to buy some items that I need by spending some gold |
| Acceptance Criteria | * Need to buy things that are smaller or equal to the value of the gold * Rare items can’t be purchased. * Purchases are limited in survival mode/ berserker mode * Must purchase things in Hero's Castle |
| Estimate | 2 |
| Priority | Low |

|  |  |
| --- | --- |
| User Story 3 | |
| Name | Getting gold by losing the items/cards |
| User Story Description | I would like to get some gold by losing some spare items/cards. |
| Acceptance Criteria | * Can be obtained from cards lost due to being the oldest and replaced * The user must replace/lose the cards/items |
| Estimate | 2 |
| Priority | Low |

**Epic Story 4: As a user, I would like to gain some feedback from the battle.**

|  |  |
| --- | --- |
| User Story | |
| Name | Get Items |
| User Story Description | As a user, I want to win basic items or even rare item from battles. |
| Acceptance Criteria | 1.Battle is triggered and character wins.  2.The type of items is restricted by the mode of game and the enemies being beaten.  3.The capacity for items should be enough, otherwise some old items will be dealt with. |
| Estimate | 3 |
| Priority | medium |

|  |  |
| --- | --- |
| User Story | |
| Name | Update character state. |
| User Story Description | As a user, I want to see the change of the health and experience after the battle. |
| Acceptance Criteria | 1.The battle is triggered and character wins.  2. Health bar and count for experience should change. |
| Estimate | 3 |
| Priority | medium |

|  |  |
| --- | --- |
| User Story | |
| Name | Observing the animation of battle. |
| User Story Description | As a user, I want to see the basic animation of battle of characters, aliens and enemies. |
| Acceptance Criteria | 1.Corresponding images are shown correctly.  2.Animation are triggered when range of enemies is reached. |
| Estimate | 2 |
| Priority | low |

**Epic Story 5: As a user, I would like to see the change of map due to my placement or system update. (卡片）**

|  |  |
| --- | --- |
| User Story | |
| Name | Putting building cards on the map |
| User Story Description | As a user, I would like to place the building in the card to some places on the map. |
| Acceptance Criteria | 1.Cards must be placed on certain place in terms of the restrictions.  2.Cards must have been possessed by the user. |
| Estimate | 3 |
| Priority | medium |

|  |  |
| --- | --- |
| User Story | |
| Name | Map update after each new loop |
| User Story Description | As a user, I would like to see the changes of the map at the start of every loop. |
| Acceptance Criteria | 1.Update must be generated at the start of every loop of the game.  2.Items, enemies, and aliens are refreshed at the beginning.  3.Buildings are destroyed after the events or battles are triggered.  4.Random rewards are generated at the start of every loop. |
| Estimate | 2 |
| Priority | low |

**Epic Story 6: As a user, 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 user, I would like to save the game progress and I can load that again next time I want to play. |
| Acceptance Criteria | 1.AutoSave is processed when every loop of the game is ended.  2.Using Ctrl + S to save when you are at castle.  3.Using menu to create a new saving file or overwrite the old one. |
| Estimate | 2 |
| Priority | high |

|  |  |
| --- | --- |
| User Story | |
| Name | Control the speed of the game |
| User Story Description | As a user, I would like to control the game speed so that I can make sufficient reaction. |
| Acceptance Criteria | 1.There are 4 different speed modes.  2.Speed mode can be changed at any time of the game. |
| Estimate | 2 |
| Priority | high |

**Epic Story 7: As a user, I wish I can encounter various objects during the way.**

|  |  |
| --- | --- |
| User Story 1 | |
| Name | Encounter enemies |
| User Story Description | As a user, I want to encounter different enemies |
| Acceptance Criteria | Slug:   * Low health and low damage * battle radius is the same as the support radius for a slug * Spawns randomly on path tiles |
| Zombie:   * low health, moderate damage * transform the allied soldier into a zombie by biting them * higher battle radius than slugs * Spawns from zombie pit every time the Character completes a cycle of the path |
| Vampire:   * high damage * stake weapon, and run away from campfires * have a higher battle radius than slugs, and an even higher support radius * causes random additional damage with every vampire attack * Spawns from vampire castle every 5 cycles of the path completed by the Character |
| Estimate | 3 |
| Priority | High |

|  |  |
| --- | --- |
| User Story 1 | |
| Name | Encounter items |
| User Story Description | As a user, I want to have some items on the path to pick up |
| Acceptance Criteria | * Human player can pick up cards for buildings * Human player can pick up items (Health potion, Gold, etc) |
| Estimate | 3 |
| Priority | High |

**Epic Story 8: As a user, I would like to get various gaming experience by setting different modes.**

|  |  |
| --- | --- |
| User Story 1 | |
| Name | Standard mode |
| User Story Description | As a user, I want to have a relative easier mode to help me get familiar with the game |
| Acceptance Criteria | Human player can purchase everything from the Hero's Castle |
| Estimate | 3 |
| Priority | Medium |

|  |  |
| --- | --- |
| User Story 1 | |
| Name | Survival mode |
| User Story Description | As a user, I want to have a mode that is harder to survive |
| Acceptance Criteria | Human Player can only purchase 1 health potion each time |
| Estimate | 3 |
| Priority | Medium |

|  |  |
| --- | --- |
| User Story 1 | |
| Name | Berserker mode |
| User Story Description | As a user, I want to have a more difficult mode to make the game more excited |
| Acceptance Criteria | Human Player cannot purchase more than 1 piece of protective gear (protective gear includes armor, helmets, and shields) each time |
| Estimate | 3 |
| Priority | Medium |

**Epic Story 9: As a user, I want to win the whole game with achieving some goals.**

|  |  |
| --- | --- |
| User Story 1 | |
| Name | Achieve goals |
| User Story Description | As a user, I want to eventually win the game by achieving goals |
| Acceptance Criteria | 1. Human players collect 90000 gold 2. Human player 3. Obtaining 123456 experience points and achieve criteria 1 and 2 |
| Estimate | 3 |
| Priority | High |