**Epic 1: As a player, I want to open door and getting to an exit**

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| **ID** | **US1** |
| **Name** | Getting to an exit. |
| **Description** | As a player, I want to move to an exit so that the player can escape the dungeons to win the game. |
| **Acceptance**  **Criteria** | 1. Player can move either up, down, left, or right into adjacent squares. 2. If the adjacent squares are walls, the movement of player should be stopped. 3. If the adjacent squares are enemies, the movement of player should be stopped. 4. If the adjacent squares are boulders, the movement of player should be stopped. 5. If player move to the exit, access it. Game over. |
| **Priority** | 1 |
| **Size** | 4 points (where each point takes 2.5 hours) |

**Epic 2: As a player, I want to collect all treasure**

**Epic 3: As a player, I want to have a boulder on all floor switches.**

**Epic 4: As a player, I want to collect entitles and destroying all enemies.**

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| **ID** | **US2** |
| **Name** | Open the door |
| **Description** | As a player, I want to open the door with fit key so that I can find a way to exit easily. |
| **Acceptance**  **Criteria** | 1. If the player does not carry a key. He can try to find a key and picked it. 2. The player can carry only one key at a time. If already picked a key, it cannot pick another key. 3. If the player finds a locked door and he carry a fitted key, the player can open and access it. 4. If the player finds a locked door without fitted key, he cannot access to that door 5. If door is unlocked, the player can access it. |
| **Priority** | 2 |
| **Size** | 4 points |

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| **ID** | **US3** |
| **Name** | Collecting all treasure. |
| **Description** | As a player, I want to collect treasure so that I can finish this game more valuable |
| **Acceptance Criteria** | If the player moves to a square, which has treasure, the player can collect it. |
| **Priority** | 3 |
| **Size** | 4 points |

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| **ID** | **US4** |
| **Name** | Having a boulder on all floor switches. |
| **Description** | As a player, I want to push boulder so that all on floor switches. |
| **Acceptance**  **Criteria** | 1. If adjacent square has a boulder, the player can push it. 2. If the player pushes a boulder but it faces a wall, the movement of boulder should be prevented. 3. If the boulder has been pushed on floor switch, floor switch is triggered. 4. If the boulder be moved away from floor switch, floor switch is untriggered. 5. If all the floor switches are triggered, access it. |
| **Priority** | 4 |
| **Size** | 4 points |

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| **ID** | **US5** |
| **Name** | Collecting bomb |
| **Description** | As a player, I want to collect bomb so that kill enemies and boulders. |
| **Acceptance**  **Criteria** | 1. If adjacent square has an unlit bomb, the player can pick it. 2. If adjacent square has a lit bomb, the player cannot pick |
| **Priority** | 5 |
| **Size** | 4 points |

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| **ID** | **US6** |
| **Name** | Collecting sword |
| **Description** | As a player, I want to collect sword so that preventing enemies. |
| **Acceptance**  **Criteria** | 1. If adjacent square has a sword and the player does not hold a sword, the player can pick it. Each sword has only capable of 5 hits and it disappears after that. Each sword only has 5 hits can be used. 2. If adjacent square has a sword, but if the player already carries one, keeping move. Only one sword can be carried at once. |
| **Priority** | 6 |
| **Size** | 4 points |

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| **ID** | **US7** |
| **Name** | Collecting portions |
| **Description** | As a player, I want to collect entitles so that preventing enemies. |
| **Acceptance**  **Criteria** | 1. If adjacent square has invincibility potion, player can pick it and become invincible to all bombs and enemies and the effect of the potion only lasts a limited time. |
| **Priority** | 7 |
| **Size** | 4 points |

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| **ID** | **US8** |
| **Name** | Destroying all enemies |
| **Description** | As a player, I want to destroy all enemies so that keep myself safe. |
| Acceptance  Criteria | 1. If I have sword with sufficient hits and collision with enemy, hitting them. After that, the hits of sword reduced one time. 2. If the player runs out of capable hits of sword, it would disappear. Avoiding collision with enemy. 3. If the player has unlit bomb, they can drop at any square. 4. If there is a lit bomb, it should be burns down fuse in short fixed period of time before the bomb explodes. 5. Upon explosion, any boulders or enemies in the squares immediately to the left, right, above or below are destroyed. If the player is in one of these squares they die. 6. If the player does not have a sword, unlit bomb or in invincible time period. Player dies upon collision with an enemy. |
| **Priority** | 8 |
| **Size** | 4 points |