Getting to an exit.

Destroying all enemies.

Having a boulder on all floor switches.

Collecting all treasure.

**Epic 1: As a player, I want to get to an exit.**

|  |  |
| --- | --- |
| **ID** | **US1** |
| **Name** | Getting to an exit. |
| **Description** | As a player, I want to get to an exit so that escape the dungeons |
| **Acceptance**  **Criteria** | 1. Player should be moved 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 the adjacent square is exit, access it. |
| **Priority** | 1 |
| **Size** | 4 points (where each point takes 2.5 hours) |

|  |  |
| --- | --- |
| **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. |
| **Acceptance**  **Criteria** | 1. If not carry a key, finding 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 finding a locked door with fits the key, open and access it. 4. If finding a locked door do not have fit key, keep move and find another door. 5. If door is unlocked, access it. |
| **Priority** | 2 |
| **Size** | 4 points (where each point takes 2.5 hours) |

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

|  |  |
| --- | --- |
| **ID** | **US3** |
| **Name** | Collecting all treasure. |
| **Description** | As a player, I want to collect treasure so that collecting all of them. |
| **Acceptance Criteria** | If adjacent is treasure, collect it. |
| **Priority** | 3 |
| **Size** | 4 points (where each point takes 2.5 hours) |

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

|  |  |
| --- | --- |
| **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 is boulder, push forward to floor switch 2. If there are some blocks prevent boulder (wall) movement, push it to another direction 3. If the boulder has been pushed on floor switch, finding next one. |
| **Priority** | 4 |
| **Size** | 4 points (where each point takes 2.5 hours) |

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

|  |  |
| --- | --- |
| **ID** | **US5** |
| **Name** | Collecting entitles |
| **Description** | As a player, I want to collect entitles so that preventing enemies. |
| **Acceptance**  **Criteria** | 1. If adjacent is unlit bomb, picked it. 2. If adjacent is lit bomb, keep away immediately 3. If adjacent is sword and not have sword, picked it. Each sword is only capable of 5 hits and disappears after that. Each sword has 5 hits can be used. 4. If adjacent is sword but already carry one, keep move. Only one sword can be carried at once. 5. If adjacent is invincibility potion, picked it. Player become invincible to all bombs and enemies and the effect of the potion only lasts a limited time. |
| **Priority** | 5 |
| **Size** | 4 points (where each point takes 2.5 hours) |

|  |  |
| --- | --- |
| **ID** | **US6** |
| **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, hit them. After that, the hits of sword reduced one time. (-1) 2. If run out of capable hits of sword, it would disappear. Avoiding collision with enemy. 3. If I have unlit bomb and collision with enemy, burns down fuse and keep far away in short fixed period of time before the bomb explodes. 4. 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. 5. If do not have sword, unlit bomb or in invincible time period. Player dies upon collision with an enemy. |
| **Priority** | 6 |
| **Size** | 4 points (where each point takes 2.5 hours) |