**Project:**

USER STORY FOR COMP2511 20T2

GROUP: DARANK

GROUP MEMBER: Haowei Lou(z5258575) Yun Li(z5231701)

//user stories

1.

**User Story:**

**Acceptance Criteria:**

1.

2.

**Story points:**

**Pritorites**:

**2.**

**User Story:**

As a player, I can go to the higher level by a portal, so that I have a way to complete the game.

**Acceptance Criteria:**

1. There are two doors in each floor except the first floor and the last floor
2. In the first floor, there is only a portal which accesses second floor
3. In the last floor, there is only a portal to accesses the second last floor
4. Else If a player goes in a portal in level n, he will suddenly appear in front of the portal from level n + 1.
5. Portal is reusable, a player can go back to the lower floor by the portal he used before.
6. Portals can be accessed in any direction.

**Story points:**

**Pritorites:**

**3.**

**User Story:**

As a player, I can move in the game so that I can access to the place I want.

**Acceptance Criteria:**

1. I want to move up, down, left and right into the adjacent square.
2. If a path is blocked by a wall, I can’t pass beyond this point, so I have to find another way or path
3. If a path is blocked by a door, I should be able to open the door when I have a key
4. If a path is blocked by a boulder, I might be able to push this boulder to its adjacent square unless the square has been blocked by another boulder, door, and wall.

**Story points:**

**Pritorites:**

**4.**

**User Story:**

As a player I can have a goal for each level so I can know exactly what I should do to pass this level and gain confidence after I achieved this goal.

**Acceptance Criteria:**

1. The goal should be clear and easy to understand
2. The system should notify me while I achieve a goal so that I don’t need to work on it anymore
3. The text color for an unsolved goal should be white, and a finished goal should be green

**Story points:**

**Pritorites:**

**5.**

**User Story:**

As a player, I want to have a score or rank system after I finish playing this game so that I can know how good I did when I was playing compared to others or previous time.

**Acceptance Criteria:**

1. The player should be able to collect the treasure on floor and the amount of money in wallet should also be increased

**Story points:**

**Pritorites:**

**6.**

**User Story:**

As a player, I want to have some surprise, extra scene or unexpected experience so that this game becomes interesting and engaging.

**Acceptance Criteria:**

1. For each time the player dies, the message for die should be different and interesting, the format is as follow “You have been killed by <NAME>, because<RESON>”. Eg *You have been killed by pikachu, because it is so cute.*

**7.**

**User Story:**

As a player, I want to have some challenges or difficulties during the game so that I can have some sense of achievement after I achieve these tasks.

**Acceptance Criteria:**

1. There should have multiple levels in the game, the difficulties of each level should in ascending order
2. The enemies’ speed should increase as the difficulties increase.
3. The enemies’ intelligence should increase as the difficulties increase(the can find a quicker and shorter way to reach player)
4. The number of blocks, doors and boulders should increase as the difficulties increase.
5. The number of goals to finish each task should increase as the difficulties increase

**Story points:**

**Pritorites:**

**8.**

**User Story:**

As a player, I want every target, level and rewards to be achievable otherwise I will be frustrated because I can’t achieve these goals.

**Acceptance Criteria:**

1. Every door should have a corresponding key to open it
2. The number of treasure requirements should not be greater than the amount of treasure that can be found so far.

**Story points:**

**Pritorites:**

**9.**

**User Story:**

As a player, I want there are multiple ways to solve each problem & task so that my gaming experience is more interesting and challenging.

**Acceptance Criteria:**

1. To kill an enemy, I should either kill it with a sword or I have an Invincibility potion.
2. When a boulder is pushed onto a floor switch, the portal should appear regardless of which boulder it is.

**Story points:**

**Pritorites:**

**10.**

**User Story:**

As a player, I want to have a way to save my current gaming progress so that I can still play this game after some unexpected technical issues(system is dead) happend or I want to stop playing for now and playing in future.

**Acceptance Criteria:**

1. The system should save the player's current status in json file format while user exit program or clicks the save button. Include the user's position, number of treasures he owns and whether he has a sword if yes, remaining capable hits.
2. Next time a user launches games, if he chooses to load the saved progress system will open the corresponding json file.

**Story points:**

**Pritorites:**

**11.**

**User Story:**

As a player, I want to have a supreme goal for the whole game and I want to know it at the start of the game so that I have some sense of understanding for what I should do for the game.

**Acceptance Criteria:**

1. While the user reaches the Exit entity, the whole program is finished and will be terminated. Then back to the menu page.

**Story points:**

**Pritorites:**

**12.**

**User Story:**

As a player, I want to have a goal/gate for each level so I can access the next level after I achieve all tasks in the current level.

**Acceptance Criteria:**

1. While the user reaches the portal on each level, he will automatically be transported to the next page/level.

**Story points:**

**Pritorites:**

**13.**

**User Story:**

As a player, I want to kill or battle with enemies so I can beat them and be more attractive for me.

**Acceptance Criteria:**

1. A player can kill an enemy if he collide with enemy and one of following is true:
   1. He has a sword on his hand and the sword has remaining capable hits.
   2. He has invincibility potion in effect and uses it .
2. If the invincibility potion is in effect, and the enemy collides with the player, the enemy should be killed and the remaining capable hits in the user's hand should not change.

**Story points:**

**Pritorites:**

**14.**

**User Story:**

As a player, I want to have a way to cure my health after I lost it so that I can keep battling and not die.

**Acceptance Criteria:**

1. User should die if an enemy collides on him and he does not have a sword and not in the Invincibility potion effect.
2. If the user is in Invincibility potion effect, he should not die and the enemy should die.

**Story points:**

**Pritorites:**

**15.**

**User Story:**

As a player, I want to have a way to enhance my equipment/skills/ability while playing so that I can defeat more powerful enemies at the higher level.

**Acceptance Criteria:**

1. While a user reaches a square that contains a sword, he will have a sword with 5 remaining capable hits in hand and will be able to kill the enemy.
2. While a user reaches a square that contains an Invincibility potion, he will have a 32s duration of invincible time, that he will kill any enemy who collides with him.

**16.**

**User Story:**

As a player, I want my enemies to constantly become more powerful so that I can have a sense of confidence when I beat a more powerful enemy.

**Acceptance Criteria:**

1. There are three levels of enemies, easy, medium and hard.
2. The easy enemies should move randomly, and move 1 square in 1 second.
3. The medium enemies should move toward the player, but not in minimal path, and moves 1 square in 0.5 second
4. The hard enemies should move toward the player in minimal path, and it will run away from the player if the player is invincible. It will move 1 square in 0.25 second.

**User Story:**

As a player, I can only access the portal when each floor switch is pressed by a boulder, so that the game is tougher and more challenging.

**Acceptance Criteria:**

1. The portal will only appear when each switch is pressed by a boulder.
2. When the portal is not being shown, nothing will happen when the player is on the location where portal would shown up

**Story points:**

**Pritorites:**

18.

**User Story:**

As a player, I can push the boulder if the adjacent square of boulder is empty, so that there will be more difficulty for me which brings me the challenge.

**Acceptance Criteria:**

1. You can only push the boulder when there are floor switch, opened door or empty space behind the square boulder. Otherwise, the boulder is not pushable in this direction
2. You cannot access the square when a boulder is on it.

**Story points:**

**Pritorites:**

19.

**User Story:**

As a player, I cannot access the square where an unopened door is on, so that the game is more challenging.

**Acceptance Criteria:**

1. The door can only be opened by a player with the corresponding key

2. There must be only one key for each door in each floor.

3. There are at most three doors in a floor.

4. Player doesn’t have the key, the player can’t pass the door, for example, if there is a door in front of player and player intend to go ahead, nothing would happen.

**Story points:**

**Pritorites:**

20.

**User Story:**

As a player, I cannot access the square where the wall is on, so that the game is more challenging.

**Acceptance Criteria:**

1. If a

**Story points:**

**Pritorites:**