

Recipe AI User Stories

Priority ranges from 1-5, where 1 is the highest priority.

All time estimates are given in terms of sprints. (i.e. *This should be completed by Sprint #)

Navigation

=====

Title: Finding Shortest Path

Description: As a navigational tank, I want to be able to find the shortest path to a destination so that each turn is used effectively.

Acceptance Criteria: The tank moves along the shortest path from a starting point to the destination point.

Time Estimate: Sprint 3

Priority: 1

Title: Avoiding Obstacles

Description: As a navigation tank, I want to be able to avoid obstacles that are harmful in order to preserve tank health.

Acceptance Criteria: Tank successfully avoids damaging obstacles in path route.

Time Estimate: Sprint 2

Priority: 2

Title: Escaping Traps

Description: As a navigation tank spawned into a trap, I want to find the safest way out so that I can conserve health.

Acceptance Criteria: Tanks escapes trap with optimal health.

Time Estimate: Sprint 5

Priority: 4

Pursuit

=====

Title: Finding Targets

Description: As a pursuit tank I want to see as much of the map as possible so that I can see where my targets are to move towards them.

Acceptance Criteria: The tank can find and navigate towards targets not in the initial radar.

Time Estimate: Sprint 2

Priority: 1

Title: Prioritizing Close Targets

Description: As a pursuit tank I want to move towards the closest target first so that turns are not wasted.

Acceptance Criteria: The tank always moves towards the closest target.

Time Estimate: Sprint 2

Priority: 4

Title: Map Sight

Description: As a pursuit tank, I want to have a copy of the map so that I know where obstacles are so they can be avoided or pursued.

Acceptance Criteria: Tank keeps a copy of the map which gets modified as new objects are seen in the radar.

Time Estimate: Sprint 2

Priority: 1

Title: No Tanks in Sight

Description: As a pursuit tank, if there are no enemies in my radar, I want to move in the direction that has the most amount of unseen map in order to build my map and find enemies.

Acceptance Criteria: Tank moves towards the most amount of open space.

Time Estimate: Sprint 3

Priority: 5

Attack

=====

Title: Rotating the Tank

Description: When the tank is hunting, I want to rotate the tank so the tank can shoot in all directions.

Acceptance Criteria: The tank rotates and shoots a target in any direction.

Time Estimate: Sprint 2

Priority: 2

Title: Shooting a Tank

Description: When the tank is hunting, I want to shoot a projectile in order to destroy a target.

Acceptance Criteria: The tank shoots a projectile at another tank, but avoids shooting crates and other obstacles.

Time Estimate: Sprint 2

Priority: 1

Title: Pursuing Moving Targets

Description: When the tank is hunting, I want to pursue a target so that the tank can follow and destroy moving objects.

Acceptance Criteria: The tank pursues and destroys a moving target.

Time Estimate: Sprint 3

Priority: 1

Title: Identifying Obstacles

Description: When the tank is hunting, I want to know what and where obstacles are so that I don't waste projectiles by shooting at non-tank obstacles.

Acceptance Criteria: Tank does not shoot at obstacles; only tanks.

Time Estimate: Sprint 4

Priority: 3

Title: Crate Strategy

Description: When the tank is hunting, I want to know the location of crates so I can damage to nearby tanks by blowing the crate up.

Acceptance Criteria: Tank shoots a crate only if another tank is near the crate, but itself is out of splash damage range.

Time Estimate: Sprint 5

Priority: 5

Title: Max Damage

Description: When the tank is hunting, I want to analyze all the possible moves so I can cause maximum damage on each move.

Acceptance Criteria: Tank makes move that will result in the most damage given to enemies.

Time Estimate: Sprint 4

Priority: 3

Title: Multiple tanks

Description: In the event our tank is contending with multiple enemies, our tank should determine which one is the most threatening and try to prioritize dealing with it first.

Acceptance Criteria: Tank attacks more threatening tank first.

Time Estimate: Sprint 5

Priority: 3

Title: End Turn Out of Range

Description: As an attack tank, I want to end my turn out of the range of the enemy tank in order to conserve health.

Acceptance Criteria: Tank uses last turn to move out of the range of the tank it is attacking.

Time Estimate: Sprint 4

Priority: 3

Evasion

=====

Title: Line of Sight Detection

Description: As a tank on the run, I would like to know when I am in another tank's line of sight so I can move out of it.

Acceptance Criteria: A tank will determine it is in danger if it can see other tanks that are close to it.

Time Estimate: Sprint 5

Priority: 5

Title: Finding Safe Locations

Description: As a tank on the run, I would like to know which locations on the map are safe so I can prioritize moving to them.

Acceptance Criteria: A tank can determine safe zones on the map.

Time Estimate: Sprint 4

Priority: 2

Title: Risk Determination

Description: As a tank on the run, I would like a way to rank the risk of locations on the map so I can determine the best routes around the map.

Acceptance Criteria: A tank will calculate the risk of each place to move, and prioritize moving to areas with lower risk.

Time Estimate: Sprint 5

Priority: 4

Title: Tank Threat Determination

Description: As a tank on the run, I would like to know which tanks are the most threatening so I can either avoid them or try to eliminate them.

Acceptance Criteria: If our tank is facing multiple threats, it should prioritize dealing with the most threatening one.

Time Estimate: Sprint 5

Priority: 5

Title: Hiding Spots (bushes)

Description: As a tank on the run, I would like to find places to hide so enemies have a harder time finding me.

Acceptance Criteria: A tank will try to hide from other tanks in bushes.

Time Estimate: Sprint 4

Priority: 5

Title: Action Determination

Description: As a tank on the run, I would like to know if I should prioritize a defensive attack or movement.

Acceptance Criteria: The tank will attack pursuing tanks with low health instead of running.

Time Estimate: Sprint 3

Priority: 3

Title: Pursuit Determination

Description: As a tank on the run, I would like to know if I am being chased by a tank so that I can plan a defense.

Acceptance Criteria: The tank should accurately determine if a tank is pursuing it.

Time Estimate: Sprint 4

Priority: 4

Template to copy:

Title:

Description:

Acceptance Criteria:

Time Estimate:

Priority: