# **SPRINT -1**

## 1.As a user, I can win or lose the game (Alekhya).

A new window has been created as part of the implementation, which is automatically triggered when either the player’s or the boss enemy’s health is 0. The game result, window background and the sound track are set based on the game’s result(win/loss).

## 2. As a user, I can play the game again (Alekhya).

* Two buttons are inserted into the result window. Play again button restarts the game, while the exit button ends the game.

## 3.As a user, I can improve my health (Sai ram).

* Create healing objects. As part of this task, a new class – *Healing Objects* extending existing class *Battle Character* has been created with functions – *Image get, set* and *Color get, set*. Two healing objects (gold coin and diamond) are inserted into the game in appropriate positions after adjusting the walls and enemies.
* Create a method to increase the health when player hit the object.

New conditions are added into method tmrPlayerMove\_Tick in frmLevel.cs. When the player hits the healing object, the player health is set to 20 and the object disappears.

## 4.As a user, I can select from skins (Vamshi).

* Create welcome window.

A new window to select skins is created. The application starting point from game window is changed to skin selection/welcome window.

* Create a Skin class with all skins.

Four buttons with skin as the background image on the welcome window are inserted.

* Create a method to update the skin in the game based on selection.

Upon selection of the skin (click on skin button), the flow is directed to the frmLevel.cs(game window) and the player image is set to the button’s background image.

## 5. As a user, I can see my health in the main screen (Narender).

* Create a box in the top right corner to show your health score.
* Create a method to update the score board when changed.

As part of this user story, two labels- one of the displaying health bar and one for defining are created in the top right corner of the game. The bar shows the health percentage in green when health is greater than 60% and turns red when health is less than 60%

## 6. As a user, I see the enemy disappear after its health is 0(Narender).

* Create a new function to remove the object when health is 0.

Upon hitting the enemy and completing the fight, the enemy is removed.

* Add a Sound track to the resources and call 'play' method when enemy died.

As the enemy is removed, a sound track is played .

# **SPRINT-2**

## 7. As a user , I can choose game level- easy or hard(Alekhya)

* Create a new class for Hard Level

New window has been created for hard level and a new hardlevel button in the welcome window for user to select level.

* Create a label on enemy to show enemy level.

A new label is created for show the level of the enemy, which determines the amount of health needed by the player to kill the enemy.

* Create multiple healing objects.

Multiple healing objects are inserted to increase the health, when the player collect a healing objects, health increases automatically by one.

## 8.As a user, I can play, pause and continue the game (Sairam).

* Create a method to pause the game and timer

Game Status method is created and the timer method is modify to pause when Game status is paused. The player movement method is modify to restrict the player movement when game is paused. A key function- ‘Space Bar’ is added for the game pause and continue.

* Add a method to escape from game

A key function – ‘Esc’ is added in the existing key function to esc from the game at any time during the play. ‘Esc’ key triggers a new window- “MenuForm”, which displays two options – “New Game” and “Exit”.

## 9. As a user, I should have access to different weapons. (Narender).

* Create a weapon class to access new weapon.

Multiple weapons to attack the enemy are inserted in the hard level. The existing HitAChar(player, enemy) if condition is modified such that the player can win the enemy only if the player has the corresponding weapon and health level. If player doesn’t have enough health or weapon, the player dies.

* Create a method to show weapon collection

Three picture boxes are inserted in the left bottom corner to display the weapons the player has.

## 10.As a user, I can see a main menu -continue, new game, level and skins(Vamshi).

* Edit the existing welcome class to show the menu.

The existing welcome window is modified to allow player to choose the level along with the skin of the player. A help button is further added to describe about the levels, enemies and FAQs as guidelines to the player.

* Create a menu to exit or start a new game in the middle of the game.

A popwindow is created when the user presses, ‘ESC’ key, which ‘New Game’ and ‘Exit’ as options.