Team 4: Alex, Hanna, Haley

User Stories—Cycle 2—Enemies

There are two types of monsters; one chases the hero through tunnels and the other tries to destroy the gold before the hero can collect it.

The monsters should not get stuck in corners.

Each monster can change randomly into the other type of monster.

If the hero touches the monster the hero loses a life. If the hero loses all three the game is over.

User Stories—Cycle 3—Gold

The gold bag can fall if the dirt under the bag is collected.

If the gold falls on a hero or monster they die.

After the bag has fallen three positions it opens and can be collected for points.

The monster can come back to life once it’s killed.

User Stories—Cycle4—Extras

There is a way for the user to create their own levels.

The objects in the game look like characters, not just blocks.

Other interesting things should be added.