

# User Stories

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## This Sprint

## Product Backlog

### FUTURE GOALS:

1. **[Large/Would] Mobile App Export:** As a user who plays games on the phone, I want to have this game exported, so I can download and play it from my phone

Acceptance Criteria:

- ☐ I can launch the app on a mobile device.

2. **[Medium/Would] Launch Game from Icon:** As a first-time user, I want to click an app icon to launch the game, so that I can begin playing.

Acceptance Criteria:

- ☐ I can see the app icon with a clear design.
- ☐ I can click the app icon, and the game opens

3. **[Large/Would] Persist Dragon XP:** As a committed player, I want my dragon’s XP and growth stage to be saved in a database, so the progress is stored and remembered even after I exit and reopen the game.

Acceptance Criteria:

- ☐ I can confirm that a Kivy database is created.
- ☐ I can see the XP, growth stages, and datetime of each dragon stored.
- ☐ I can only gain XP if the device time shows it’s a new day.
- ☐ I can see the app retrieve stored XP and growth stages, displaying the correct growth stage and XP when reopened.

4. **[Extra Large/Could] AR Functionality:** As an immersive experience seeker, I want to open the camera when I click on the dragon model, so that I can see it in the physical space around me and feel more like it is a real pet.

Acceptance Criteria:

- ☐ I can open the camera by clicking a button.
- ☐ I can clearly see the dragon through the camera.

5. **[Extra Large/Could] Dragon Animations:** As a realism-focused player, I want the dragon to have movement animations, so that it feels like a real pet.

Acceptance Criteria:

- ☐ I can see a hatching animation.
- ☐ I can see growth animations.
- ☐ I can see idle animations.
- ☐ I can observe interaction animations.
- ☐ I can see an animation for XP gain.

6. **[Extra Large/Could] Prestige Skins for Dragons:** As a long-term progression player, I want my dragon to have prestige skins (special model designs), so I can customize and personalize my dragon as a reward for long-term progression.

Acceptance Criteria:

- ☐ I can access a color scheme and model for the 1st prestige.

## Done

1. **[Medium/Must] Click Egg/Dragon to Open Water Sub menu:** As an interactive player, I want to click on my egg/dragon to open a sub menu, so I can access more options for interacting with my dragon.

Acceptance Criteria:

- ☐ I can click the egg or dragon on the water dragon screen to open a submenu.
- ☐ I can exit the submenu at will.
- ☐ I can input my weight.
- ☐ I can input a water amount and submit it.

2. **[Medium] [Must] Baby Water Dragon Model Design:** As a gamer who enjoys customisation, I want to see different dragon designs as I level up, so I can interact with my dragon in a more immersive way.

Acceptance Criteria:

- ☐ I can view a baby water dragon model design
  - ☐ I can view a view adult dragon model design
3. **[Small] [Should] App Flow:** As a user navigating the app, I want the app to be consistent and ensure buttons all lead somewhere.

Acceptance Criteria:

- ☐ I can see that all buttons lead to the appropriate screen or function.
  - ☐ I can see a model that demonstrates the layout of the app.
4. **[Small] [Should] Water Dragon Background:** As an aesthetically-focused user, I want to see a background for the water dragon.

Acceptance Criteria:

- ☐ I can view a background specifically designed for the water dragon.
5. **[Medium] [Must] Game Opens:** As a first-time user, I want the game to open and load the main screen when I launch the app, so I can start playing immediately.

Acceptance Criteria:

- ☐ I can see the game open to the main screen when I launch the app
6. **[Small] [Should] Kivy Dev Window:** As a user who prefers phone screen, I want the Kivy development window to look like a phone screen, so I can play it as usual.

Acceptance Criteria:

- ☐ I can resize the window to mimic desktop and mobile versions for testing.
7. **[Small] [Should] Title Screen:** As a visually-oriented player, I want to see a title screen with a background image and a "Start Game" button, so I can start the game in a visually appealing environment.

Acceptance Criteria:

- ☐ I can see a background image on the title screen.
  - ☐ I can interact with a "Start Game" button that begins the game.
8. **[Small] [Should] Exit Button:** As a player, I want to be able to exit the app quickly and conveniently.

Acceptance Criteria:

- ☐ I can see an exit button on every screen by default.
  - ☐ I can press the exit button to close the app.
  - ☐ I can observe a clear and functional design for the exit button.
9. **[Small] [Must] Egg Model:** As a player starting out, I want to see a visual egg model for my water dragon, so I can feel like I’m starting with a pet that needs care.

Acceptance Criteria:

- ☐ I can view a 2D egg model or an imported 3D model for the dragon egg.
10. **[Small] [Should] Splash Screen:** As a new user, I want to see a splash screen when opening the app, so that I know the app is starting and hasn’t crashed.

Acceptance Criteria:

- ☐ I can see a splash screen displayed when launching the app.

SPRINT 5 - COMPLETED USER STORIES

1. **[New] [Medium] [Must] Page Navigation:** As a player navigating the app I want to go between the different pages easily so I can enter my weight and view my dragon.

Acceptance Criteria:

- ☐ I can go back to the homepage from the settings page.
  - ☐ I can go back from the dragon to the homepage.
  - ☐ I can view my dragon page after entering the water input
2. **[Medium] [Must] Dragon Growth Stages:** As a dedicated dragon caretaker, I want to see my dragon evolve through its growth stages, so I can unlock additional interactions with my dragon

Acceptance Criteria:

- ☐ I can see the dragon change from an egg to a baby dragon after I have hit my first growth stage
  - ☐ I can see the baby dragon is transformed into an adult dragon after the second growth stage.
  - ☐ I can see additional features after I have hit certain growth stages.
3. **[Medium/Must] XP Bar:** As a progress-focused player, I want to see a visible XP bar for my dragon, so I can track its development.

Acceptance Criteria:

- ☐ I can see the XP bar design match the rest of the theme.
- ☐ I can observe the bar fill proportionally to the XP gained and the total needed to level up.
- ☐ I can see the XP bar reset whenever the dragon changes growth stage.'

SPRINT 6 - COMPLETED USER STORIES

1. **[Large/Medium] [Must] Increase Dragon XP:** As someone invested in my dragon's growth, I want my dragon's XP to increase when I input water intake, so I can level up in the game.

Acceptance Criteria:

- ☐ I can see my dragon XP increase when I gave inputted water
- ☐ I can my healthy water intake is estimated from my weight
- ☐ I can see my dragon level up when I have reached the XP threshold.

2. **[Medium/Could] Swap Screens:** As a multi-dragon caretaker, I want to switch screens so I can see the different dragons I have (hatched or unhatched).

Acceptance Criteria:

- ☐ I can swipe left and right to navigate between screens.
- ☐ I can see smooth animations when transitioning between screens.

3. **[Extra Large/Could] More Dragon Growth Stages:** As a growth-focused player, I want to see my dragon evolve through different growth stages, so I can feel my dragon is progressing and growing over time.

Acceptance Criteria:

- ☐ I can see a baby stage.
- ☐ I can see a child stage.
- ☐ I can see an adolescent stage.
- ☐ I can see an adult stage.
- ☐ I can see potential in-between stages.

FINAL SPRINT - COMPLETED USER STORIES

1. **[Extra Large/Could] More Dragons:** As a variety-seeking player, I want there to be more than one dragon to interact with, so I have an incentive to work on my other healthy habits.

Acceptance Criteria:

- ☐ I can interact with a water dragon.
- ☐ I can interact with an adventure dragon.
- ☐ I can interact with a study dragon.

2. **[Medium/Would] App Audio:** As an experience-seeking player, I want there to be music to accompany my dragons and have an immersive experience in the app.

Acceptance Criteria:

- ☐ I hear the background music looping at half volume.
- ☐ I can hear a special sound when I swap screens or press navigational buttons.

I can hear a special sound when I press submit for input buttons.

3. **[Small/Must] User Guide:** As a new player, I want to see a help page in the page, so I know and understand how to use the app.

- ☐ I can view the help button in the home page.
- ☐ I can understand how to use app based on the help page.

Comments