

COMP2511 ASSIGNMENT

## DUNGEON USER STORIES

### GROUP Project-pairs2:

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- *Priority of each user story is measured in one of 3 values (high, medium and low).*
- *Each story point refers to ½ day (1SP = ½ day).*

### EPIC STORY:

- 1. As a player, I want to be able to move throughout the map.**

<b>ID</b>	US1
<b>Name</b>	Move in directions
<b>User-story Description:</b> As a player, I should be able to move consistently in all directions to be able to continue with the game.  <b>Acceptance Criteria:</b> <ul style="list-style-type: none"><li>• A player should be able to move in all four directions including right, left, up and down.</li><li>• A player should only be able to move one square at a time.</li><li>• A player should be able to move through a square only if the square is empty or it includes a floor switch, an unlocked door or an item such as key, sword and invincibility potion.</li><li>• A player should not be able to move through locked doors, walls and boulders. If the player attempts to move into these entities, he/she will stay at the same square as before.</li></ul>	
<b>Priority</b>	High
<b>Story points</b>	6SP

<b>ID</b>	US2
<b>Name</b>	Move to exit
<p><b>User-story Description:</b> As a player, I should be able to move into an exit to win.</p> <p><b>Acceptance Criteria:</b></p> <ul style="list-style-type: none"> <li>• If a player moves through an exit after completing all the other required goals, the game is over and a message will popup to show the player has won.</li> <li>• If a player attempts to move through an exit without completing all the other required goals then the exit will not let them move through it and the player will stay on the same square as before.</li> <li>• If the map does not contain an exit, the game is over right after the player completed all the required goals. Then a message will popup to show the player has won.</li> </ul>	
<b>Priority</b>	High
<b>Story points</b>	4SP

<b>ID</b>	US3
<b>Name</b>	Move through a door
<p><b>User-story Description:</b> As a player, I should be able to move through a door if I am carrying the key corresponding to that door in order to continue my path through the game.</p> <p><b>Acceptance Criteria:</b></p> <ul style="list-style-type: none"> <li>• A key should only unlock the door with a lock that fits the key.</li> <li>• A player carrying the corresponding key should be able to open a locked door by just moving into the square containing it.</li> <li>• A door will remain unlocked by the end of the game once it is opened by the corresponding key.</li> <li>• A player should not be able to move through a locked door if he is not carrying a key or the key does not match that door.</li> </ul>	

<b>Priority</b>	Low
<b>Story points</b>	2SP

<b>ID</b>	US4
<b>Name</b>	Move through enemies
<p><b>User-story Description:</b> As a player, I should be able to move through an enemy in order to destroy them.</p> <p><b>Acceptance Criteria:</b></p> <ul style="list-style-type: none"> <li>• A player should be killed if they move through an enemy without carrying a weapon or being in Invincible mode. Right after the player has moved into the square that contains an enemy, the game is over and a message will popup to show that the player has lost.</li> <li>• A player should be allowed to move through an enemy if they are carrying a sword or they are invincible. Right after the player moves into the same square with an enemy, it will disappear from the map.</li> <li>• A player can only move through the enemy with a sword for up to 5 times.</li> <li>• Every time the player moves into and kills an enemy, the number of remaining hits decreases by 1.</li> </ul>	
<b>Priority</b>	Medium
<b>Story points</b>	6SP

<b>ID</b>	US5
<b>Name</b>	Move through bombs

<p><b>User-story Description:</b> As a player, I should be able to move through a bomb before it explodes.</p> <p><b>Acceptance Criteria:</b></p> <ul style="list-style-type: none"> <li>• A player should be able to move through an unlit bomb.</li> <li>• A player should be able to move through a lit bomb if it has not yet exploded.</li> <li>• If the bomb explodes while the player is on its square or on an adjacent square to the bomb, the player will die. The game is over and a message will popup to show that the player has lost.</li> <li>• A player should be able to move through a bomb during the explosion if he/she is carrying Invincibility Potion.</li> </ul>	
<b>Priority</b>	Medium
<b>Story points</b>	6SP

## 2. *As a player, I want to pick up items.*

<b>ID</b>	US6
<b>Name</b>	Pick up and carry a key
<p><b>User-story Description:</b> As a player, I should be pick up and carry a key to unlock its corresponding door.</p> <p><b>Acceptance Criteria:</b></p> <ul style="list-style-type: none"> <li>• A player should be able to pick up a key just by moving into the its square. Then that key is with the player and disappears from the map.</li> <li>• A player should only be able to carry one key at once.</li> <li>• A player who is already carrying a key should be able to pick up a new key by just move into the square containing the new key. Then the player will carry the new key and the old one will appear in the previous square where the player moved from.</li> <li>• A key should only unlock the door with a lock that corresponds to the same key.</li> </ul>	

<ul style="list-style-type: none"> <li>• A player who is carrying the right key should be able to unlock the door just by moving into the square containing it.</li> </ul>	
<b>Priority</b>	Low
<b>Story points</b>	4SP

<b>ID</b>	US7
<b>Name</b>	Pick up and carry a sword
<p><b>User-story Description:</b> As a player I want to be able to pick up and carry a sword in order to fight enemies.</p> <p><b>Acceptance Criteria:</b></p> <ul style="list-style-type: none"> <li>• A player should be able to pick up a sword by moving into the square containing it. Then that sword is with the player and disappears from the map.</li> <li>• A player should be able to carry only one sword at a time.</li> <li>• Every time a new sword is picked up the number of remaining hits will reset to 5.</li> </ul>	
<b>Priority</b>	Medium
<b>Story points</b>	4SP

<b>ID</b>	US8
<b>Name</b>	Pick up and carry unlit bombs
<p><b>User-story Description:</b> As a player I should be able to pick up and carry unlit bombs to use them.</p> <p><b>Acceptance Criteria:</b></p>	

<ul style="list-style-type: none"> <li>• A player should be able to pick up a bomb by moving into the square containing it. Then that bomb is with the player and disappears from the map.</li> <li>• A player should be able to carry the bombs they have picked up to the desired location where they will be firing them up.</li> </ul>	
<b>Priority</b>	Medium
<b>Story points</b>	3SP

<b>ID</b>	US9
<b>Name</b>	Drop a bomb
<p><b>User-story Description:</b> As a player, I should be able to light and drop a bomb I am carrying to create an explosion.</p> <p><b>Acceptance Criteria:</b></p> <ul style="list-style-type: none"> <li>• A player should be able light and drop all the bombs at the same time.</li> <li>• The bomb should be placed inside the current square that the player is standing when it is dropped.</li> <li>• A lit bomb after dropped will transform through some different states in a specific amount of time before explosion.</li> <li>• A player should be able to move away from where they drop the bombs in order to survive.</li> <li>• A bomb explosion should destroy player/enemies/boulders within the squares immediately to the left, right above or below.</li> </ul>	
<b>Priority</b>	Medium
<b>Story points</b>	6SP

<b>ID</b>	US10
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<b>Name</b>	Pick up Invincibility Potion
<p><b>User-story Description:</b> As a player, I should be able to pick up the invincibility potion to become invincible to enemies and bombs.</p> <p><b>Acceptance Criteria:</b></p> <ul style="list-style-type: none"> <li>• A player should be able to pick up an invincibility potion by moving into the square containing it. Then the player becomes invincible and that potion disappears from the map.</li> <li>• A player should be able to stay invincible for a limited amount of time after she picked up the Invincible Potion.</li> <li>• An invincible player should be able to destroy enemies by colliding with them.</li> <li>• Enemies should run away from the player once the player picks up Invincibility potion.</li> <li>• An invincible player should be able to survive a bomb's explosion.</li> </ul>	
<b>Priority</b>	Medium
<b>Story points</b>	6SP

<b>ID</b>	US11
<b>Name</b>	Pick up treasures
<p><b>User-story Description:</b> As a player I should be able to see and pickup approachable treasures on the map.</p> <p><b>Acceptance Criteria:</b></p> <ul style="list-style-type: none"> <li>• There should be at least one treasure on the map if collecting all treasures is a goal.</li> <li>• There should be at least one path to each treasure on the map for the player to be able to pick it up.</li> <li>• The player should be able to pick up a treasure by moving into the square that treasure is placed inside. Then that treasure will disappear from the map.</li> </ul>	

<b>Priority</b>	Low
<b>Story points</b>	2SP

**3. As a player, I want to move a boulder on all floor switches.**

<b>ID</b>	US12
<b>Name</b>	Move a boulder
<p><b>User-story Description:</b> As a player, I should be able to move boulders around to place them on top of floor switches.</p> <p><b>Acceptance Criteria:</b></p> <ul style="list-style-type: none"> <li>• A player should be able to move a boulder by moving into the square that boulder is placed inside.</li> <li>• A player should be able to move a boulder by one square at once towards the same direction that she is pushing.</li> <li>• A player should be able to move the boulders through everything except these: an exit, a door, an enemy and a wall. In case the player can not move a boulder, both of them stay at their current squares.</li> <li>• A player should be able to place a boulder on top of a floor switch. Then the boulder and switch stay in the same square.</li> </ul>	
<b>Priority</b>	Medium
<b>Story points</b>	4SP

<b>ID</b>	US13
<b>Name</b>	Boulders on all floor switches



<p><b>User-story Description:</b> As a player, I should be able to complete the goal of having a boulder on all floor switches.</p> <p><b>Acceptance Criteria:</b></p> <ul style="list-style-type: none"> <li>• The number of boulders should be greater than or equal to number of floor switches.</li> <li>• The boulders should be positioned on the map in a way that they can be moved around to fill all the floor switches.</li> </ul>	
<b>Priority</b>	Low
<b>Story points</b>	2SP