

CS 3307 Group Project - Stage 2

Group 15

User Stories

<u>Story Reference</u>	<u>Feature</u>	<u>User Story</u>	<u>Acceptance Tests</u>	<u>Story Points</u>
Story A	Main menu featuring the title of the game and the creators.	As a player, I want to be able to navigate the main menu so that I may play the game.	<ul style="list-style-type: none">• Try to click “Start” to launch the game (Pass).• Try to click “Quit” to quit the game (Pass).• Try to click outside of the boundaries of the two buttons “Start” and “Quit” to start the game (Fail).• Try to press a key on the keyboard to start the game (Fail).	1
Story B	Currency that the player acquires through defeating enemies. The player can buy additional weapons and health with this currency.	As a player, I want to defeat enemies so that I can gain currency.	<ul style="list-style-type: none">• Try to defeat enemies by hitting them with ammunition until their health is depleted (Pass).• Try to inflict damage upon enemies by running into them (Fail).	1

Story C	Currency that the player acquires through defeating enemies. The player can buy additional weapons and health with this currency.	As a player, I want to use currency so that I can buy weapons and health.	<ul style="list-style-type: none"> • Try to purchase a weapon in the shop with sufficient funds (Pass). • Try to purchase health in the shop with sufficient funds (Pass). • Try to purchase a weapon in the shop with insufficient funds (Fail). • Try to purchase health in the shop with insufficient funds (Fail). • Try to purchase health in the shop when the player's health is full (Fail). 	1
Story D	Shop which contains three weapon slots that are randomized each wave as well as a health station.	As a player, I want to access the shop so that I can acquire weapons and health.	<ul style="list-style-type: none"> • Try to access the shop at the end of a round (Pass). • Try to access the shop during a round (Fail). 	3
Story E	Health system where health regenerates upon the completion of each wave. The	As a player, I want to complete a round to gain health.	<ul style="list-style-type: none"> • Try to regenerate health when health is below full (Pass). • Try to regenerate health when health is already full (Fail). 	1

	player can buy health at the shop.			
Story F	Health system where health regenerates upon the completion of each wave. The player can buy health at the shop.	As a player, I want to complete a round to purchase health.	<ul style="list-style-type: none"> • Try to purchase health when health is below full (Pass). • Try to purchase health when health is already full (Fail). 	1
Story G	A map the player can traverse.	As a player, I want to move around on the map so that I can maneuver around enemies.	<ul style="list-style-type: none"> • Try to move to a free space (Pass). • Try to move into the shop after a round (Pass). • Try to move into the shop during a round (Fail). • Try to move through a wall (Fail). • Try to move through an enemy (Fail). 	5
Story H	Three various enemy types.	As a player, I want to battle against various enemy types so that I may develop strategies against the different types.	<ul style="list-style-type: none"> • Try to develop strategies to combat different enemies (Pass). • Try to fight each enemy in the same manner (Fail). 	3

Story I	Each enemy type will have varying A.I. behaviours.	As an enemy, I want to use my strengths and minimize my weaknesses to damage the player.	<ul style="list-style-type: none"> Try to combine characteristics strategically (Pass). Try to behave without knowledge of my characteristics (Fail). 	6
Story J	Five different weapons including a pistol, submachine gun, shotgun, rifle, and rocket launcher.	As a player, I want to have different weapon types so that I can strategize against the various enemy types with various weaponry.	<ul style="list-style-type: none"> Try to buy and use as many weapons as possible (Pass). Try not to buy any weapons (Fail). 	4
Story K	The game must end after ten waves.	As a player, I want the game to end so that I may have a sense of accomplishment upon beating it.	<ul style="list-style-type: none"> Try to complete ten waves (Pass). Try to die before the tenth wave is over (Fail). 	1
Story L	Upon completion of the game, the player will unlock additional characters to play as.	As a player, I want to be able to play as different characters so that the game has replayability.	<ul style="list-style-type: none"> Try to select an unlocked character to play as (Pass). Try to select a character that is unavailable to play as (Fail). 	3
Story M	Additional weapons.	As a player, I want to have more weapons available so that I can play the game in diverse ways.	<ul style="list-style-type: none"> Try to use as many weapons as possible (Pass). Try to use only the base weapon (Fail). 	3

Story N	Additional enemy types.	As a player, I want to have more enemy types so that I can develop new strategies against each type.	<ul style="list-style-type: none"> • Try to beat enemies as efficiently as possible (Pass). • Try to finish rounds without beating certain enemy types (Fail). 	5
Story O	Boss fight at the end of the tenth wave.	As a player, I want to encounter the boss in order to beat the game.	<ul style="list-style-type: none"> • Try to beat the boss (Pass). • Try to die before beating the boss (Fail). 	3
Story P	The shop will have a G.U.I.	As a player, I want to navigate the shop with a graphical user interface so that it is easier to purchase items.	<ul style="list-style-type: none"> • Try to navigate items by clicking on buttons (Pass). • Try to navigate items without clicking on buttons (Fail). • Try to navigate items by using a key on the keyboard (Fail). 	3
Story Q	A storyline the player can follow.	As a player, I want to have a story so that I can be engaged in the game.	<ul style="list-style-type: none"> • Try to follow along with the story (Pass). • Try to ignore the story (Fail). 	1
Story R	Perks the player can buy from the shop such as speed boosts, resurrection, temporary invincibility, etc.	As a player, I want to consume perks in order to increase my chances of beating the game.	<ul style="list-style-type: none"> • Try to consume a perk to achieve its desired effect (Pass). • Try to consume a perk while another perk is already in effect (Fail). 	3

			<ul style="list-style-type: none"> Try to consume a perk without having a perk (Fail). 	
Story S	Challenges the player can complete to unlock characters.	As a player I want to unlock more characters so that I can replay the game more.	<ul style="list-style-type: none"> Try to select characters that have completed challenges (Pass). Try to select characters without completing specified challenges (Fail). 	4
Story T	Additional maps upon each completion of the game.	As a player I want to play on more maps so that the game is replayable.	<ul style="list-style-type: none"> Try to play on another map after completing the game once (Pass). Try to play on another map before completing the game once (Fail). 	6
Story U	Boss fight at the end of every third wave.	As a player, I want to encounter bosses in order to gain more currency and progress.	<ul style="list-style-type: none"> Try to defeat a boss to progress through rounds (Pass). Try to progress through rounds by not defeating enemies (Fail). 	5
Story V	Dynamic level changes such as parts of map catching fire, being submerged in water, and traps the player must avoid.	As a player I want to encounter dynamic changes to ensure the gameplay is diverse.	<ul style="list-style-type: none"> Try to strategize in accordance with changes (Pass). Try to play exactly the same way (Fail). 	4

Release Plan

Estimated Velocity of 14

<u>Iteration</u>	<u>Stories</u>	<u>Story Points</u>
1	G, D, E, F, J	14
2	C, H, I, B, K	12
3	A, O, P, L	10
4	Q, M, N	9
5	R, S, U	12
6	T, V	10