

User stories

Assignment in the course PA1415 Programvarudesign

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Actor description:

Server:

The server is the physical computer which people connect to in order to use multiplayer function and access the chat function.

It also holds the savegames for multiplayer sessions.

System:

The system refers to the code being run in the background that handles and responds to the player inputs.

Player:

The player refers to the user of the machine/game. The one who inputs commands to the system and expects different results depending on the input.

System description:

The goal of the system is to have a functional and stable program which goal is to mimic the popular "mindhack" game, with randomly (or with the help of twitter), generated dungeons. As well as a functional multiplayer, where other players can join an ongoing session.

The system shall also have to option of connecting to an existing server and communicate with it.

The system shall also handle communication with others through the server which it is connected to.

High-level Epics:

Motivation:

We prioritised in the current order beacuse we deemed it important that the ones on top works before the ones under. This is because some depend on other parts of the system to work properly.

Without the correct parts of the system working, the parts which depend upon previous parts, will not be functional.

Therefore, we have chosen to prioritise the parts which other parts of the system relies upon.

Epics:

Epic: Accessing game sessions

Description:

When the player starts the game, a login screen pops up and requires th e player to input his/her credentials.

The system then checks these credentials and allows the player access t o the players previous gamesessions and the ability to create new ones. If the player choses a previously pla yed game session, the player will have the abilty to decide the apperance of the character the player wil l control during the game session.

Epic: Generate dungeon

Description:

If the player decides to make a new game session and there's an internet connection, the player will have the option to generate a dungeon based on gathered information from a specific twitter feed. When the player has chosen a twitter feed, the system will gather data through the twitter API and use the gathered data to base the dungeon generation on.

If there is no internet connection available, the system will generate its own data to base the dungeon generation on.

Epics: Accessing online game sessions

Description:

The system gives the player the option to connect to a server which hosts a game session for multiple players.

In this session, the multiple players are able to see, communicate, and interact with each other. When the player decides to join an online session, the player is asked to provide the address to the server, after which, the system connects to the server and allows the player to play with other players and communicate with them.

Epic: Playing the game

Description:

When the player has chosen what game session to join. He/she will be put into a generated dungeon with enemies to kill and loot to gather. While in the game session, the player shall be able to move, attack and interact with items freely. When in the multiplayer session, the player will be able to interact with other players as well.

Epic: Quit the game

Description:

Whenever the player decides to end the game session and the player is connected to an online session, the player quits by pressing the disconnect button. The server saves the current progress of the player as the players system quits.

When the player decides to quit a local game, the system will end the game session and quit it self without saving the current progress. It is therefore important that the player saves the progress before ending the local game session.

User stories:

User story: playerLogin

As a player, I want the ability to access my own account so I can access my own previous progress.

So that I won't have to start over again everytime I play.

User story: playerLogout:

As a player, I want the option to log out.

So that my play session is not altered when I'm not present.

User story: saveGame:

As a player, I want to be able to save my current session.

So I may go back to it at another time and continue where I left off.

User story: loadGame:

As a player, I want the option of loading a saved game.

So I may continue where I left off in a previous session.

User story: movePlayer:

As a player, I want to be able to move my character around in dungeons.

So that I can explore them.

User story: playerAttack:

As a player, I want to be able to attack whatever is before me.
Be it enemy or object. So I can decimate any foe in my path.

User story: pickupItem:

As a player, I want the ability to pick up items which are scattered around the dungeon.
So I can change my current loadout and attributes.

User story: customisePlayer:

As a player, I want the ability to change the appearance of my personal character.
So that I may stand out in the crowd.

User story: generateDungeonWithTwitter:

As a player, I want to be able to randomly generate a dungeon using keywords selected from a certain twitter feed,
as an interesting way of creating levels.

User story: generateDungeonWithoutTwitter:

As a player, I want an option to generate a new game session when there is no internet connection,
using a set offline-available algorithm.

User story: throwItem:

As a player, I want the option to throw something within my inventory,
as either an offensive action or as a means to discard something from my inventory.

User story: connectToMultiplayerSession:

As a player, I want the option of connecting to an online session,
so that I may play along and communicate with other players.

User story: chatWithOtherPlayers:

As a player, I want the ability to communicate other players in my online game session through text in a chatroom, so that we may strategize and socialize.

Estimated velocity per iteration

25 points/week average

10 points/week minimum

35 points/week maximum

80 points Minimum total

100 points average total

120 points maximum total

Implementation plan

Motivation:

With this order of priority we will create a functional product as soon as possible, we will then be able to test the other functions in the game directly, saving time and effort. And would also, if we had any, be able to beta test the program with the users and get feedback.

Prioritisation plan:

Points	name of use cases
10	selfUpdatingWindow
17	generateDungeonWithoutTwitter
6	movePlayer
5	pickupItem
6	playerAttack
4	throwItem
4	save game
4	load game
1	player Login

1	Player logout
8	connectToMultiplayerSession
2	Chat with multiplayer session
6	disconnectFromMultiplayerSession
20	generateDungeonWithTwitter
3	customisePlayer