User Stories

Assignment in the course PA1415 Programvarudesign
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System Description

Nethack is an old game where you walk in a dungeon and explore. Each level has a different landscape which is generated randomly. The objective of the system we are going to develop is to make a similar game where the map is generated by Twitter feeds. The system shall also follow a list of requirements.

High Level Epics

Motivation for priority: Big tasks, important to the customer, can be broken down

- #14 As a game designer I want the game to have caves with labyrinths where the maps are generated by the use of Twitter API so that I do not have to program all maps and the number of maps will be increased.
- #15 As a player I would like to be able to chat with other players in a chatroom and be able to give/use items on the other players so that the game becomes more social
- #16 As a game designer I want the players to have health and the functionality of dieing so that the games do not get to easy
- #17 As a player I should be able to pick up items to my backpack and use them or drop them so that the game gets more exciting
- #18 As a player I want there to be other characters that move around freely in the game which I can interact with so that the game gets more fun

User Stories

Motivation for priority:

- Vital part of the game,
- The functionality is included in more than one use case

Order of importance, descending order:

ID	User Story	Conditions of Satisfaction	Parent Epic
1	As a user of the application I shall be able to play the game so that I have a fun time.	The user is able to play the game	-
5	As a player I would like to be able to communicate with other players so that the game also is social	Player can communicate with other players	#15
13	As a game designer I would like the labyrinths to be randomized so that I don't have to program all the different maps	The labyrinths are randomized	#14
4	As a player I would like to have a backpack so that I can store items on me	Player have a backpack where he can store items	#17
2	As a player I should be able to join an existing game so that I can interact with other players.	Player can join existing game	#15
11	As a game designer I would like the players to have health points so that they can lose and have to start over.	Players have health points so they can lose	#16
3	As a player I would like to interact with items so that the gameplay becomes more varied	Player can interact with items	-
7	As a player I would like to see all the players in the chat room so that I know who I am talking to	Player can see other players in chat room	#15
12	As a game designer I would like to have items that fall on the players so that they lose health.	Players get injured when rocks fall on them	#14
10	As a player I would like to be able to send my items to another player so that I can help him	Player can send items to other players	#17
9	As a player I would like to be able to use my items on another player so that we can help each other or damage each other	Player can use items on other players	#15
8	As a player I would like to be able to leave the chat so that I can concentrate on the gameplay	Player can leave a chat room	#16
6	As a player I would like to be able to drop items from my inventory so that I can get rid of items that I do not want	Player can drop items from backpack	#15
19	As a player I want to be able to interact with other	Player can interact	#16

	characters in the game so that it gets more fun to play	with characters	
20	As a player I want to be able to customize my character so that I am different than other players	Player is able to customize character	-
21	As a player I should be able to walk around so that I can discover things	Player can move around in the cave	-