2511 Assignment - User Stories

### Epic User Story A

As a generic gamer, I want a game with a character I can move around as with arrowkeys, caves with unpassable walls, so that I can actually engage with the elements of the game.

|  |  |
| --- | --- |
| **ID** | USA1 |
| **NAME** | Character |
| **User-Story Description:**  As a player, I want to have a character so that I can be represented in the game.  **Acceptance criteria:**   * The system should have a character in the beginning of every level. * A character represents where the user is in the game. * The character is displayed as a small person icon (as defined in spec). * A character can only be in one square at any point of the game. | |
| **ESTIMATE** | 2 story points (1 sp = 1 hour) |
| **PRIORITY** | 1 (High) |

|  |  |
| --- | --- |
| **ID** | USA2 |
| **NAME** | Move Characters |
| **User-Story Description:**  As a player, I want to be able to move my character so that I can move around and complete the levels.  **Acceptance criteria:**   * The system should have a character at a start point in the beginning. * The system should be able to move the character left, right, up and down using the arrow keys. * Left arrow key moves the character left by one square. * Right arrow key moves the character right by one square. * Up arrow key moves the character up by one square. * Down arrow key moves the character down by one square. | |
| **ESTIMATE** | 2 story points (1 sp = 1 hour) |
| **PRIORITY** | 1 (High) |

|  |  |
| --- | --- |
| **ID** | USA3 |
| **NAME** | Unpassable Walls |
| **User-Story Description:**  As a player, I want to have unpassable walls in the level so that I can have only limited game areas and mazes for levels.  **Acceptance criteria:**   * The system should have walls where the players cannot walk through. * Enemies cannot walk through walls. * Player cannot walk through walls. * Items cannot exist on walls. * Dungeon features, including doors, cannot exist on walls. * A wall cannot be on the first square of the level. * The system should have levels where the levels are enclosed in walls. * The walls should be displayed as wall icons in spec. * Wall blocks will represent one square in game. * Wall blocks can be chained together. | |
| **ESTIMATE** | 4 story points (1 sp = 1 hour) |
| **PRIORITY** | 1 (High) |

### Epic User Story B

### As a recreational player, I want simple levels doors, keys and exits, so that I can enjoy the game without investing too much time into it.

|  |  |
| --- | --- |
| **ID** | USB1 |
| **NAME** | Doors |
| **User-Story Description:**  As a recreational player, I want doors that I can enter when I have the right key (US2), so that I can have multiple rooms within a level.  **Acceptance criteria:**   * Doors will only open if a player with corresponding key (US2) walks on that square * Entering a door with corresponding key leads to a new room * Players can go back through the same door to return to the previous room * Trying to enter a door with the wrong key does nothing. * Once a door is open it remains open for the rest of the level. | |
| **ESTIMATE** | 5 story point (1 sp = 1 hour) |
| **PRIORITY** | 2 (Medium) |

|  |  |
| --- | --- |
| **ID** | USB2 |
| **NAME** | Keys |
| **User-Story Description:**  As a recreational player, I want keys in my dungeon, so that I can open doors and finish the level.  **Acceptance criteria:**   * Keys can have different types (IDs) * Only the correct key type will open a corresponding door (US1) (based off ID) * Only one key can be held by players at any one time * Keys are consumed upon opening a door (US1) * A key will be dropped by walking on another key | |
| **ESTIMATE** | 4 story point (1 sp = 1 hour) |
| **PRIORITY** | 2 (Medium) |

|  |  |
| --- | --- |
| **ID** | USB3 |
| **NAME** | Exits |
| **User-Story Description:**  As a recreational player, I want some levels to have exits to progress to the next floor, so that I can move through the game on maze based levels.  **Acceptance criteria:**   * All other entities must be dealt with before a player can walk through the exit. * Walking on an exit after goals are complete will complete a level. * All exits must be accessible through some means. * Exits should be displayed with a consistent corresponding icon. * All levels have a maximum of one exit. | |
| **ESTIMATE** | 3 story point (1 sp = 1 hour) |
| **PRIORITY** | 1 (High) |

Epic User Story C

As a strategic puzzle player, I want levels with boulders that need to be pushed onto floor switches, so that I am strategically challenged and engaged by the game.

|  |  |
| --- | --- |
| **ID** | USC1 |
| **NAME** | Boulders |
| **User-Story Description:**  As a recreational player, I want boulders in my levels that I can push onto switches so that I can progress to the next level.  **Acceptance criteria:**   * All boulders must be movable from at least one side * Player movement that would otherwise cause the player to step on a boulder will result in the boulder being moved one square. * Boulders can not be used to push other boulders (i.e a player can only push one boulder at a time) * Boulders can be blown up if in radius of a bomb * Boulders can not pass through walls * Boulders can be moved onto switches to press the switch down | |
| **ESTIMATE** | 4 story point (1 sp = 1 hour) |
| **PRIORITY** | 2 (Medium) |

|  |  |
| --- | --- |
| **ID** | USC2 |
| **NAME** | Switches |
| **User-Story Description:**  As a recreational player, I want switches in my levels that I can push boulders onto so that I can progress to the next level.  **Acceptance criteria:**   * All switches must be accessible from at least one side. * All switches must be pressed to complete the switch portion of the level. * If a boulder is on a switch it will be pressed * If a boulder moves off a switch, it will no longer be pressed * Switches will act as empty squares, items can spawn on them and players can move on them. | |
| **ESTIMATE** | 4 story point (1 sp = 1 hour) |
| **PRIORITY** | 2 (Medium) |

Epic User Story 4

As a gamer who likes real time fighting, I want levels with unpassable walls, enemies and sword to fight them, bombs to throw at enemies, treasure to collect and potions that make me invincible, so that I can enjoy the challenging fight aspect of the game and compete with my friends on who can collect more treasure.

|  |  |
| --- | --- |
| **ID** | USD1 |
| **NAME** | Enemy |
| **User-Story Description:**  As a player, I want to have an enemy in levels so that I can be challenged to fight or avoid the enemy.  **Acceptance criteria:**   * Enemies occur from the beginning of the level * The enemy is displayed as a small person icon (as defined in spec). * An enemy can only be in one square at any point of the game. * The enemy can move up, down, right and left. * The enemy moves towards the player to kill player. * The enemy kills player when the enemy touches player. * The enemy can be attacked using a sword (US2D). * Enemies run away from a player if a player is under the influence of a potion | |
| **ESTIMATE** | 6 story points (1 sp = 1 hour) |
| **PRIORITY** | 2 (Medium) |

|  |  |
| --- | --- |
| **ID** | USD2 |
| **NAME** | Sword |
| **User-Story Description:**  As a player, I want to have swords so that I can fight and kill the enemies to pass levels.  **Acceptance criteria:**   * The system should have swords. * Swords are represented by the sword icon in the project spec. * Swords can be picked up by character if character walks on the square the sword lies * A character can carry only one sword at a time. * A sword can be used for only 5 hits and disappears after all the hits. * A sword is swung by pressing space bar. * A sword can hit only one block in front. * If a sword attack hits an enemy, it kills the enemy. | |
| **ESTIMATE** | 5 story points (1 sp = 1 hour) |
| **PRIORITY** | 2 (Medium) |

|  |  |
| --- | --- |
| **ID** | USD3 |
| **NAME** | Bomb |
| **User-Story Description:**  As a player, I want to have bombs in levels so that I can use the bombs to kill enemies, or destroy boulders once I light them.  **Acceptance criteria:**   * Bombs should be present from the start of a level. * The bombs are displayed as a bomb icon (as defined in spec). * A bomb can only be in one square at any point of the game. * Bombs are collected by players if the players walk on the bomb. * Players can only carry one bomb at a time. * Once a bomb is lit, it is dropped on its current location and burns down for a fixed amount of time until it explodes. * Bombs have different appearances, based on whether they are lit and how long till explosion. * Once a bomb explodes, all the squares immediately to the right, left, up and down are affected. * A bomb can kill a character, an enemy and destroy boulders adjacent to the dropped location. | |
| **ESTIMATE** | 6 story points (1 sp = 1 hour) |
| **PRIORITY** | 2 (Medium) |

|  |  |
| --- | --- |
| **ID** | USD4 |
| **NAME** | Treasure |
| **User-Story Description:**  As a player, I want to have treasures in levels so that I can collect all the treasures to progress to the next level.  **Acceptance criteria:**   * The system should have all treasures at the locations from the beginning of every level. * The treasure is displayed as a small treasure icon (as defined in spec). * A specific treasure can only be in one square at any point of the game. * Treasures are collected if users walk on the treasure. * User can collect multiple treasures at any point of the game. * A user completes the (treasure portion of the ) level if the user collects all the treasures. | |
| **ESTIMATE** | 4 story points (1 sp = 1 hour) |
| **PRIORITY** | 2 (Medium) |

|  |  |
| --- | --- |
| **ID** | USD5 |
| **NAME** | Potions |
| **User-Story Description:**  As a fighting styled player, I want potions that I can drink with powerful effects so that I can more easily defeat my enemies and clear levels.  **Acceptance criteria:**   * Potions are consumed when a player steps on the square they exist on. * When a potion is active players are invincible * When a potion is active, if a player touches an enemy, the enemy will be killed * When a potion is active, enemies will run away from players * Potions have a timer in which they last, after this players will return to normal state. | |
| **ESTIMATE** | 5 story point (1 sp = 1 hour) |
| **PRIORITY** | 2 (Medium) |