**US01: As a PLAYER, I want to load the game with ease so that I am able to play the game.**

Task 01: User is able to start the game using a web-browser.

Task 02: A welcome screen should be displayed.

Task 03: A menu should appear displaying a list of levels.

Task 04: A user should be able to select a level by typing on the keyboard.

Task 05: Once a user selects a level, puzzle should be loaded.

Task 06: The board is displayed as a grid, varies in size and is based on the difficulty.

Task 07: The board has a mummy, a human, walls, an exit, ladders, pools of water, and fire poles.

**US02: As a game-designer, I want to create 5 maps so that user/player is able to select different levels.**

Task 01: Map can be square or rectangle and should have multiple floors and include pools of water and some walls.

Task 02: All the map should be converted into the text files.

Task 03: New map files are read by the game and displayed

Task 04: The new map files are also drawn on paper.

Task 05: The Map should be loaded from top-view perspective.

Task 06: The grid-size should not exceed 10X10 and number of floors should not exceed 5.

**US03: As a PLAYER, I am able to navigate around the world so that I am able to see different maps and play the game.**

T01: The user is able to move up, down, left and right.

T02: If the user is facing the edge, it cannot move past the edge.

T03: If the user is in front of a wall or a pool of water, they cannot move past it.

T04: Users should be able to navigate a level using ladder and fire poles to reach the exit.

T05: The user should be able to pause the game, exit back to main menu and quit the game.

**US04: As a User, I should be able to select a level from game-hosting server so that I can play the game being online.**

T01: The user is displayed a selection of levels, the server is uploaded with additional levels, and finally the user restarts the program.

T02: If done correctly after the user refreshes the program, and new level will appear.

T03: The program is capable of accessing a server in order to download the map data. OR Map files should be sent from a server to the program over the network.

**US05: As a game architect, I want to implement a mummy character using AI Algorithm so that player is unable to reach his/her goal or exit.**

T01: The mummy AI that chases after the human is able to take two steps in   one turn by the player.

T02: Make sure the mummy chases after the human and moves up and down floors.

**US06: As a player/user, I should be able to see the high scoreboard so that I can see and analyze my playing performance.**

T01: Users should be able to count the top five high scores of a level and store it on a local machine. The user should have played the game at least 5 times.

T02: During game-play, a timer counts the amount of seconds elapsed from the first move until the user reaches the exit

T03: Scores would be represented by the time taken to reach the end of the level.

T04: The lowest score should become the highest score in the high score table.

T05: Restart the game and check to see if the scores are there.

**US07: As a player, I want to feel like a treasure hunter so that I feel the reality of the game.**

T01: Images of bricks should be there in background for the menus and borders.

T02: Music shall be played in the background.

T03: Sound effects should be there while climbing-up ladders or Climbing-down fire poles.

T04: Sound effect should be there when mummy catches a player.

T05: There should be an option to switch off the music and sound.

**US08: As a Game-owner, I want advertisements should be displayed in browser while user plays the game so that he/she is able to raise revenue.**

T01: Advertisements should be present in the browser but not in the game when the player is playing the game.