

User Stories for System TwitterNethack

Assignment in the course PA1415 Software Design

2017-04-11

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System Description

Our interpretation of the assignment is to plan a game that fulfill the minimum requirements of the customer. We want players that are happy with the experience of the game. Everything we promise should be realized. We want a well documented and planned project so it is easy to maintain.

High-level Epics

- 1 Generate world; The world is the foundation of the game, everything else is built on it. It is also something that one can show the customer.
- 2 Character creation; One need a character to be able to explore the game world. It is also something one can show the customer early on.
- 3 Movement; Without any kind of movement you will for example, not be able to move to wherever an item is to pick it up.
- 4 Item interaction; Without a combination of game world, character and movement it is hard to interact with items.
- 5 Character interaction; The game can be playable and showcased as early version without interaction with other non playable characters.
- 6 Create a personalized character (stats, appearance, etc.); Adding a personalized character creation is not needed for a playable game.

User Stories and Epics

The first user stories and epics cover the fundamentals to make sure you can showcase something for your customer.

1. As a player I want to start a game so that I can play it

Epic 1: As a developer I want the game to generate a world for each game so that the player has something to explore.

Epic 2: As a developer I want a character created for each player so that they have a character to move around and play with.

2. As a developer I want a character to be created for the player so that the game can be playable.

Epic 3: As a developer I want characters to be able to move around so that the world can be explored and non player characters feels more dynamic and alive.

3. As a player I want to be able to move my character around so that I can explore the game world.
4. As a developer I want to have NPC in the game so that the player has something to interact with.
5. As a player I want to be able to fight with other characters so that I can stay alive

Epic 4: As a player I want to be able to interact with items in order to make use of them.

6. As a player I want to be able to pick up items so that I can use them.
7. As a player I want to be able to drop items so that I have room for other items.
8. As a player I want to be able to use items so that I can gain some value from them.
9. As a player I want to be able to equip different items so that I may use them in combat.
10. As a developer I want the player to be able to get vital statistics of an item so that they can compare items.
11. As a developer I want to make sure that the player can play the game even without an internet connection.

To be able to interact with NPCs and items are the last functions to be implemented in the ordinary game because they are functions that embellish the game and not necessarily most important.

Epic 5: As a player I want to be able to interact with other characters in order to do stuff.

12. As a player I want to be able to trade with other characters so that I can gain riches.
13. As a player I want to have a selection of other characters that move freely and independently around the world so that the world feels more dynamic
14. As a player I want to be able to have an arsenal of items so that I may utilize them in several different ways
15. As a player I want to be able to chat with other characters to gain knowledge.
16. As a player I want to be able to examine items so that I can learn more about it.
17. As a player I want to be able to challenge other characters so that I may gain something of value.

Epic 6: As a players I want to be able to create a personalized character in order to make the game more personalized.

All multiplayer functions are last priority. It is important to first have a well functioned game before extra features like multiplayer is added.

18. As a developer I want to implement multiplayer function so several players will be able to play in the same world.
19. As a player I want to join a game so that I can play with other people.
20. As a player I want to be able to trade with another player so that I may gain something of value from it.
21. As a player I want to be able to use my items on other players so that I may hinder or help them.
22. As a player I want to interact with other players through dialog so that we are able to communicate together.