ID	As a	I want to	So that	Acceptance Criteria (format: use keywords Given, When,	Status	Sprint
US 1	Player/ Customer	control a tank with a keyboard	I can move around the battlefield and engage in combat with other tanks.	Scenario: Tank Movement Given: The player is on the game screen When: The player presses the arrow keys on the keyboard to control the tank's movement Then: The tank moves in the direction of	Done	1
US 2	Player/ Customer	fire my tank's cannon	I can destroy enemies' tanks.	Scenario: Firing the Cannon Given: The player is on the game screen When: The player presses the spacebar on the keyboard to fire the cannon Then: The tank fires a shell in the direction it is facing.	Done	1
US 3	Player/ Customer	have a single-player mode	I can practice my skills and strategies against AI-controlled tanks.	Scenario: Single-player mode Given: The player is on the game screen When: The player selects the Game Start option Then: The game starts in single-player mode, with AI-controlled tanks as enemies	Done	1
US 4	Player/ Customer	have a variety of maps to choose from	I can experience different terrains and battlefields.	Scenario: Choosing a Map Given: The player is on the game screen When: The player selects the map selection option Then: A list of available maps is displayed, and the player can select one to start the game on that map.	Done	2
US 5	Player/ Customer	have enemies and allies	I can experince different situtations and have more fun	Scenario: Enemies and Allies Given: The player is on the game screen When: The game starts Then: Enemies and allies are present on the battlefield, and the player can differentiate between them.	Done	1
US 6	Player/ Customer	have a scoreboard that shows my score	I can see how many score I get.	Scenario: Scoreboard Given: The player is on the game screen When: The game is in progress Then: The scoreboard displays the player's score	Done	1
US 7	Player/ Customer	have multiple lives	I'm not gonna let one mistake end the game	Scenario: Multiple Lives Given: The game is in progress When: The player's tank is damage Then: The tank loses a life, and the player can continue playing with the remaining	Done	1
US 8	Player/ Customer	have different language options	fit my language preferences.	Scenario: Language Options Given: The player is on the game screen When: The language selection option is available Then: The player can select a language preference, and the game's language will be changed accordingly.	Done	2
US 9	Player/ Customer	pause the game at any time	take a break or attend to other matters.	Scenario: Pausing the Game Given: The game is in progress When: The player presses the pause button Then: The game is paused, and the player can resume playing or exit the game.	Done	2
US 10	Player/ Customer	play on different difficulty levels	I can challenge myself and get different experiences.	Scenario: Difficulty Levels Given: The player is on the game screen When: The player selects a difficulty level Then: The game's difficulty is changed, and the player experiences a different level of challenge.	Done	2
US 11	Player/ Customer	my shells to score differently when they hit enemy forces	affecting my strategy and scoring.	Scenario: Shell Scoring Given: The player's tank fires a shell When: The shell hits an enemy tank Then: The player scores points. If the shell hits a friendly tank, the player loses points.	Done	2
US 12	Player/ Customer	have different kind of enemies	enrich my game experience	Scenario: Different Types of Enemies Given: The game is in progress When: The player encounters different types of enemy tanks Then: The player experiences a variety of gameplay challenges.	Done	1
US 13	Player/ Customer	customize my game's graphics, such as resolution and quality	I can get the best game experience	Scenario: Graphics Customization Given: The player is on the game screen When: The graphics customization option is available Then: The player can adjust the game's graphics settings, such as resolution and quality.	Not Done	2
US 14	Player/ Customer	collect power-ups such as health boosts, speed boosts	I can increase my chances of survival and progress through the game.	Scenario: Power-Ups Given: The player is on the game screen When: The player collects a power-up Then: The player's tank gains a benefit, such as increased health or speed.	Done	2
US 15	Player/ Customer	see the lives status of my tank	I can know how much damage I can sustain	Scenario: Lives Status Given: The game is in progress When: The player's tank takes damage Then: The lives status of the tank is updated to reflect the remaining health.	Done	1
US 16	Player/ Customer	be able to hide behind obstacles such as walls and rocks	I can avoid enemy fire and ambush them.	Scenario: Obstacle Hiding Given: The player's tank is near an obstacle, such as a wall or rock When: The player presses the hide button Then: The tank moves behind the obstacle and is hidden from enemy fire.	Done	2
US 17	Player/ Customer	be able to customize my tank's appearance with different skins and colors	I can personalize my gameplay experience.	Scenario: Tank Skin Customization Given: The user is on the main menu When: The user selects the "customize tank" option Then: The system displays the customization options, including skins and colors And: The user can select a skin and color And: The system applies the selected skin and color to the tank	Done	2
US 18	Player/ Customer	have access to different types of tanks with different stats, such as speed, health, and firepower	I can choose the one that suits my playstyle the best	Access to Different Types of Tanks Scenario: Tank Selection Given: The user is on the main menu When: The user selects the "choose tank" option Then: The system displays the tank options, including their stats such as speed, health, and firepower And: The user can select a tank that suits their playstyle the best And: The system applies the selected tank and its stats to the gameplay	Done	2
US 19	Player/ Customer	want enemies and friends to respawn constantly	I can constantly encounter new situations to enrich my experience	Scenario: Enemy respawn Given: The player starts a game When: The player destroys an enemy tank Then: A new enemy tank immediately appears on the battlefield When: The player's ally tank is destroyed Then: A new ally tank immediately appears on the battlefield	Done	1
US 20	Player/ Customer	have access to different sound effects for different actions, such as firing a cannon or collecting a power-up	enrich my game experience	Scenario: Sound Effect Customization Given: The user is on the main menu When: The user selects the "sound options" option Then: The system displays the sound options, including different sound effects for different actions And: The user can select a sound effect for each action And: The system applies the selected sound effects to the gameplay	Done	2

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