Team B3

User Stories

SER225

25 September 2020

**User Stories:**

**Map Boundaries (E1):**

* As a player, I want to have map boundaries so that I do not fall off of the map.

**Pause menu (S6):**

* As a player, I should not be able to pause the game on the main menu screen, so that there is no useless functionality.

**Control Tutorial (T19):**

* As a player I want a tutorial that describes how to control the character so that I understand how to play the game.

**In-game Timer (I9):**

* As a player, I would like a timer to do speed-runs, which this game would be perfect for.

**Combat System: (K9)**

* As a player, I would like a combat system, so that I can fight back and not be powerless against enemies.

**Distinguishable NPCs from Enemies (J8)**

* As a player, I would like NPCs to be distinguishable from enemies, so that I am not confused as to what entities can harm me and which cannot.

**Input (C9)**

* As a player, I would like the buttons I press to do what their supposed to, regardless of what other input buttons are being pressed

**Startup (E2)**

* As a player, I would like the game to start up correctly with no problems so that I can play the game as intended.

**Water Physics (S3)**

* As a player I would want the water to have physics so that there are more obstacles in the game and I remain engaged

**Additional Levels (A1)**

* As a player I would like additional levels so that the game has added longevity, further extending the lifespan of the game.