USER STORIES

Definitions:

* Modifier- a user that has the desire and ability to modify the games original content with their own custom content. This can include characters, levels, background, etc.

College: The Game

1. Play game - As a player I want to play a vertical scrolling shooter game about navigating the computer science major at A&T
   1. Launch the game
   2. Start a new game from the main menu screen
   3. Be entertained
2. Move character - As a player I want to press the arrow keys so that my player will move
   1. The left, or right arrow keys on the keyboard must be pressed
   2. Character must move based on keypress
3. Attack enemies - As a player I want to press the spacebar so that my player will attack its enemies
   1. Press the spacebar
   2. Projectile spawns and shoots from character/weapon
   3. If the projectile collides with an enemy, it loses health points or disappears if health points is 0
4. Earn points - As a player I want to earn points because I want the game to be competitive and to see a progression of my skills
   1. Player must shoot enemies
   2. Based on which enemy, player’s overall score increases
5. Play with mods- As a player, I want to play with modifications I’ve made to game through the lab
   1. Use “The Lab” to modify the game
   2. In the main menu check the box to use modifications
   3. See modifications implemented in the game
6. Health depletion - As a player, I want my health to decrease upon enemy attacks to make the game for competitive
   1. Enemies shoot at the player
   2. If the character is struck it’s health is depleted or player dies when health points is 0
7. Spawn enemies – As a player I want to see random enemies appear with varying difficulty to make the game more challenging
   1. Enemies spawn on to the screen at random intervals and random locations
8. Enemies attack – As a player I want the enemies to attack my character to make the game more challenging
   1. Enemies shoot back at player throughout
   2. If player is hit with enemy bullet their health is affected
   3. Enemy shooting varies by it’s difficulty
9. Increase Levels – As a player I want the levels of the game to increase and for the game difficulty to increase with the levels to make the game more challenging and goal oriented
   1. The number of enemies and the difficulty of the enemies increase every three levels
   2. Levels increase infinitely
10. Pickups- As a player I want collect pickups to enhance the game play
    1. Pickup appears randomly on screen
    2. Main player “collides” with pickup and is given it’s power
    3. Powers:
       1. Gain a life – a pickup to gain an extra life
       2. Double/Triple shoot – a pickup to temporarily change the shooting style
       3. Point multiplier – a pickup to temporarily to multiply the amount of points earned
11. High Score – As a player I want to compete for a high score and earn a spot on the leaderboard
    1. If score is within the top 10 scores, allow ability to submit name to leaderboard
    2. Be able to access leaderboard to see where top ten scores

The Lab - GUI game editor

1. Modify the game - As a modifier I want to modify the default settings of the games characters and game play
   1. A list of modifiable options for specific objects must be provided (Character’s speed, sprites, etc.)
   2. Change values as desired
   3. Save changes
   4. The actions I set are carried out by the entities to which they are assigned within the game