

User stories/Interactivity

What is happening?

What will happen?

What will the player do?

What will the enemy do?

Attacks

Given that I am in the Red Dungeon

And I am meleed by a red enemy

Then I should take the damage

And if I currently have a weapon

Then I should be able to hit back

Given that I am in the Yellow Dungeon

And I am attacked from long range by a yellow enemy

Then I should take the damage

And if I currently have a weapon

Then I should be able to hit back

Given that I am in the Blue Dungeon

And I am attacked by melee or long-range by a blue enemy

Then I should take the damage

And if I currently have a weapon

Then I should be able to hit back

Weapon Damage

Given that I am in the Red Dungeon

And I currently have a melee weapon

Then I should be able to use it on the enemy

And the enemy should take 100% of weapon damage (25%)

Then the enemies health bar should lower

Given that I am in the Yellow Dungeon

And I currently have a long-range weapon

Then I should be able to use it on the enemy

And the enemy should take 100% of weapon damage (25%)

Then the enemies health bar should lower

Given that I am in the Blue Dungeon

And I currently have a shield

Then I should be able to use it on the enemy

And the enemy should take 100% of weapon damage (25%)

Then the enemies health bar should lower

Given that I am in the Red or Blue Dungeon

And I currently have a long-range weapon

Then I should be able to use it on the enemy

And the enemy should take 25% weapon damage

Then the enemies health bar should lower

Given that I am in the Red or Yellow Dungeon

And I currently have a shield

Then I should be able to use it on the enemy

And the enemy should take 25% weapon damage

Then the enemies health bar should lower

Given that I am in the Blue or Yellow Dungeon

And I currently have a melee

Then I should be able to use it on the enemy

And the enemy should take 25% weapon damage

Then the enemies health bar should lower

Given that I am in the Red Dungeon

And I currently have a weapon with the color red

Then I should be able to use it on the enemy

And the enemy should take 100% weapon damage (100%)

Then the enemies health bar should lower

Given that I am in the Red Dungeon

And I currently have a weapon with the color blue or yellow

Then I should be able to use it on the enemy

And the enemy should take 50% of weapon damage (50%)

Then the enemies health bar should lower

Given that I am in the Yellow Dungeon

And I currently have a weapon with the color yellow

Then I should be able to use it on the enemy

And the enemy should take 100% weapon damage (100%)

Then the enemies health bar should lower

Given that I am in the Yellow Dungeon

And I currently have a weapon with the color red or blue

Then I should be able to use it on the enemy

And the enemy should take 50% of weapon damage (50%)

Then the enemies health bar should lower

Given that I am in the Blue Dungeon

And I currently have a weapon with the color blue

Then I should be able to use it on the enemy

And the enemy should take 100% weapon damage (100%)

Then the enemies health bar should lower

Given that I am in the Blue Dungeon

And I currently have a weapon with the color red or yellow

Then I should be able to use it on the enemy

And the enemy should take 50% of weapon damage (50%)

Then the enemies health bar should lower

Enemy Response

Given that I am in any of the Dungeons

And the enemy receives an attack

Then the enemy should react depending on their health status

And the enemy will get ready for an attack or retreat

Then the enemy will wait for the user's response

Given that I am in any of the Dungeons

And the enemy receives an attack when it has more than 25% health

Then the enemy should react by charging and attacking the user

And the user will take damage

Then the enemy will wait for the user's response

Given that I am in any of the Dungeons

And the enemy receives an attack when it has less than 25% health

Then the enemy should react by retreating back

And the enemy will go into a defensive mode

Then the enemy will wait for the user's response

User Response

Given that I am in any of the Dungeons

And I'm currently idle

Then I should be able to go up to any from any direction

And I should be able to attack him using any of my weapons

Then the enemy will take damage

Given that I am in any of the Dungeons

And I'm currently attacking an enemy with more than 25% health

Then the enemy should react by charging and attacking the user

And the user will take damage

Then the enemy will wait for the user's response

Given that I am in any of the Dungeons

And I'm currently attacking an enemy with less than 25% health

Then the enemy should react by retreating back

And the enemy will go into a defensive mode

Then the enemy will wait for the user's response

UI

Given that I am at the start screen

And I press the start button

Then I should be taken into the dialogue of the Red Dungeon

And afterward, be brought into the beginning stages of the Red Dungeon

Then I can begin the campaign

Given that I am in any of the dungeons

And I spot an enemy

Then I should be able to go up to it and attack it

And there should be animation from the user

Then I should see the enemy squeal from the attack

Given that I am in any of the dungeons

And an enemy spots me in the map

Then they should be able to go up to me and attack me

And there should be an animation for the enemy attack

Then I should see my character squeal from the attack

Given that I am in the middle of a game in any of the dungeons

And I press the Escape key

Then I should be given a menu

And I should be allowed to exit the game

Then I should be taken to the Main Menu screen

Given that I am in the Red Dungeon

And I am on the last map before the boss

Then once I enter the next stage/door, I should be prompted by the Boss stage

And I should see the Boss for the current dungeon

Then I should be able to begin the game

Given that I am the Red Dungeon boss fight

And I defeat the boss

Then I should then be taken on to the next stage (Yellow dungeon)

And I should be prompted with stage 1 of the Yellow Dungeon

Then I should be allowed to begin the quest for the Yellow Dungeon

Given that I am in the Yellow Dungeon

And I am on the last map before the boss

Then once I enter the next stage/door, I should be prompted by the Boss stage

And I should see the Boss for the current dungeon

Then I should be able to begin the game

Given that I am the Yellow Dungeon boss fight

And I defeat the boss

Then I should then be taken on to the next stage (Blue dungeon)

And I should be prompted with stage 1 of the Blue Dungeon

Then I should be allowed to begin the quest for the Blue Dungeon

Given that I am in any of the dungeons
And I pick up the color red from the ground
Then I should be able to load it onto my weapon
And I should be able to use it on enemy forces
Then red bullets/slices should be shown

Given that I am in any of the dungeons
And I pick up the color yellow from the ground
Then I should be able to load it onto my weapon
And I should be able to use it on enemy forces
Then yellow bullets/slices should be shown

Given that I am in any of the dungeons
And I pick up the color blue from the ground
Then I should be able to load it onto my weapon
And I should be able to use it on enemy forces
Then blue bullets/slices should be shown

Given that I am in any of the dungeons
And I enter any of the maps
Then I should be able to see weapons and colors dropped
And I pick one up
Then I should be able to equip it

Given that I am in any of the dungeons

And I see a melee weapon

Then I should be able to hover over it and pick it up

And I should be able to equip it from my inventory

Then I should be able to slice enemies

Given that I am in any of the dungeons

And I see a ranged weapon

Then I should be able to hover over it and pick it up

And I should be able to equip it from my inventory

Then I should be able to shoot enemies

Given that I am in any of the dungeons

And I see a shield

Then I should be able to hover over it and pick it up

And I should be able to equip it from my inventory

Then I should be able to block enemies' shots/hits