

Epic Story 1:

As a game designer, I would like to be able to design dungeon layout and define dungeon goals, so that puzzle difficulty level can be controlled and required goals can be set achievable.

ID	US1
Name	Define squares with entities
User-Story Description As a game designer, I want to be able to choose the which entities to be displayed in the dungeon and their relative positions, so that I can create game layout and design different game levels. Acceptance Criteria <ul style="list-style-type: none">• Each entity should be placed on its corresponding position which can be seen by users.• If game designer wants to put entity in a square which is out of the dungeon width and height range, then an error message will be displayed.• There can be up to 3 door entities in dungeon.• Door and enemy entity can be placed in the same position with other entities in dungeon.	
Estimate	4 Story Points (1 SP = 1 hours)
Priority	1 (High)

ID	US2
Name	Define width and height of the dungeon in square unit

User-Story Description As a game designer, I want to be able to specify the width and height of the dungeon game in square unit, so that the game can fit in the user screen and layout can be easier to design.	
Acceptance Criteria <ul style="list-style-type: none"> • If the game designer enters a width or height which is larger than the maximum size of the screen, error message will be shown. • If the game designer enters a width or height which is smaller than the minimum valid size, error message will be shown. 	
Estimate	2 Story Points (1 SP = 1 hour)
Priority	2 (Medium)

ID	US3
Name	Basic goals
User-Story Description As a game designer, I need to specify the basic goals of the game, so that I can define the basic level of the game.	
Acceptance Criteria <ul style="list-style-type: none"> • If the basic goal is "Exit", the player has to get to an exit to win the game. • If the basic goal is "Enemies", the player has to destroy all enemies to win the game. • If the basic goal is "Boulders", the player has to have a boulder on all floor switches to win the game. • If the basic goal is "Treasure", the player has to find and collect all treasure in dungeon to win the game. 	
Estimate	3 Story Points (1 SP = 1 hours)
Priority	1 (High)

ID	US4
Name	Complex goals

User-Story Description

As a game designer, I need to combine basic goals for the game and specify the relationships between them, so that I can make harder levels.

Acceptance Criteria

- If the relationship between the goals is AND, the player has to achieve both goals to finish the game.
- If the relationship between the goals is OR, the player has to achieve either one of the goals to finish the game.
- If the relationship between the goals is AND, and one of the goals is getting to an exit, the player needs to go to exist after achieving all the other goals to finish the game.
- If the player does not achieve all required goals, he doesn't win the game.
- If the player died before achieving the complex goal, he 'ended' the game but not 'won' the game.

Estimate**2 Story Points (1 SP = 1 hours)****Priority****2 (Medium)****Epic story 2:**

As a game designer, I want the game to have enemies who can kill the player, so that the player can be killed to make game difficulty higher.

ID**US 5****Name****Moving Enemies****User-Story Description**

As a game designer, I want the player to have enemies that move constantly toward the player, so that the game level to be higher.

Acceptance Criteria

- If player is not invincible, enemy walks toward player.
- If player is not invincible, the player dies upon collision with an enemy.
- If player is invincible, the enemy dies upon collision with the player.
- If player is invincible, enemy walks away from the player.
- Enemies stop if they cannot move any closer.

Estimate**5 Story Points (1 SP = 1 hours)****Priority****2 (Medium)**

ID	US6
Name	Teleports entities to corresponding portal
User-Story Description As a user, I want entities can be teleported to a corresponding portal, so that the game will be more interesting. Acceptance Criteria In both normal and invincible states: <ul style="list-style-type: none"> • If portal exists, there will be at least two portals. • If enemies stand on a portal, they will be teleported to a corresponding portal 	
Estimate	1 Story Points (1 SP = 1 hours)
Priority	2 (Medium)

Epic Story 3:

As a user, I would like to be able to move the player around the dungeon and interact correctly with different entities, so that I can control my player to win the game.

ID	US7
Name	Player movement
User-Story Description As a user, I want to be able to control my player to move up, down, left, and right into adjacent squares as long as provided another entity does not block my way, so that I can control the player to play the game. Acceptance Criteria In both normal and invincible states: <ul style="list-style-type: none"> • player can move up if is there isn't a blocking entity in the square above the player • player can move down if is there isn't a blocking entity in the square below the player • player can move left if is there isn't a blocking entity to the left of the player • player can move right if is there isn't a blocking entity to the right of the player 	
Estimate	6 Story Points (1 SP = 1 hours)

Priority	1 (High)
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ID	US 8
Name	Block by Wall
User-Story Description As a user, I want player to be able to be blocked by wall, so that I can find my way on dungeon map. Acceptance Criteria In normal and invincible states: <ul style="list-style-type: none"> • if a player moves to a wall, the player is blocked • if enemies move to a wall, enemies are blocked • if boulders move to a wall, boulders are blocked 	
Estimate	1 Story Points (1 SP = 1 hours)
Priority	2 (Medium)

ID	US9
Name	Getting to an Exit
User-Story Description As a user, I want the game to be ended when the player goes through an exit, so that I can end the game. Acceptance Criteria In normal and invincible states: <ul style="list-style-type: none"> • if player goes on a square that has the existing entity on, the game ends. 	
Estimate	1 Story Points (1 SP = 1 hours)
Priority	1 (High)

ID	US10
Name	Collecting treasure
User-Story Description As a user, I want player to be able to collect treasure, so that I can score higher in the game. Acceptance Criteria In both normal and invincible states: <ul style="list-style-type: none"> • If the player moves to a square that has a treasure on it, the treasure gets added to the player's bag. • the player can grab multiple treasure into player's bag. 	
Estimate	1 Story Points (1 SP = 1 hours)
Priority	2 (Medium)

ID	US11
Name	Going through doors
User-Story Description As a user, I want player to be able to go through doors, so that I can find the exit. Acceptance Criteria In both normal and invincible states: <ul style="list-style-type: none"> • if player goes on a square that has a closed door and the player doesn't have the key that matches that door, door does not open. • If player goes on a square that has a closed door and the player has the correct key that matches that door, the door opens. • If player goes on a square that has a closed door and the player has the wrong key that matches that door, door does not open. • If player goes on a square that has an open door, the player can go through it. • When a player opens the door, the key disappears from player's bag. 	
Estimate	1 Story Points (1 SP = 1 hours)
Priority	2 (Medium)

ID	US12
Name	Collecting keys
User-Story Description As a user, I want player to be able to collect keys so that I can use them to open doors. Acceptance Criteria In both normal and invincible states: <ul style="list-style-type: none"> • if a player goes on a square that contains a key, the player gets the key into player's bag. • Player can carry only one key at a time. 	
Estimate	1 Story Points (1 SP = 1 hours)
Priority	2 (Medium)

ID	US13
Name	Pushing boulders
User-Story Description As a user, I want player to be able to push boulders to adjacent squares, so that I can use them to switch triggers. Acceptance Criteria In both normal and invincible states: <ul style="list-style-type: none"> • If there is a boulder to the left of the player and the player moves to the left, the boulder goes to the left. • If there is a boulder to the right of the player and the player moves to the right, the boulder goes to the right. • If there is a boulder above of the player and the player moves up, the boulder goes up. • If there is a boulder below the player and the player moves down, the boulder goes down. • If the player tries to push a boulder to a wall, it will be blocked. • If the player tries to push multiple boulders in one time, nothing happens. 	

Estimate	1 Story Points (1 SP = 1 hours)
Priority	2 (Medium)

ID	US14
Name	Switching floor switches
User-Story Description As a user, I want the switches to be triggered when a boulder is placed on them, so that I can achieve the game goal. Acceptance Criteria In both normal and invincible states: <ul style="list-style-type: none"> • If a boulder is placed on a switch it becomes triggered. • If a boulder is removed from a switch it becomes untriggered. 	
Estimate	1 Story Points (1 SP = 1 hours)
Priority	2 (Medium)

Epic story 4:

As a player, I want to be able to fight enemies using some entities, so that I can destroy all enemies.

ID	US15
Name	Fighting with enemies using sword
User-Story Description As a player, I want to be able to hit enemies by swords I've collected, so that enemies can be killed. Acceptance Criteria In both normal and invincible states: <ul style="list-style-type: none"> • Only one sword can be carried at once • Each sword is only capable of 5 hits and disappears after that. • One hit of the sword is sufficient to destroy any enemy in that block. 	

Estimate	3 Story Points (1 SP = 1 hours)
Priority	2 (Medium)

ID	US16
Name	Picking up Invincibility potion
User-Story Description As a player, I want to be able to pick up Invincibility potion, so that I can be invincible to all enemies for a limited time.	
Acceptance Criteria <ul style="list-style-type: none"> • In normal and invincible states, if a player goes on a square that contains a potion, the player becomes invincible and the game state becomes invincible. • Invincibility potion lasts only for 6 seconds. • If player is invincible all enemies run away from him. • If an enemy collides with an invincible player, it dies. • If player is invincible, he doesn't die upon colliding with enemies. 	
Estimate	6 Story Points (1 SP = 1 hours)
Priority	3 (weak)

Epic story 5:

As a user, I want to be able to start the game myself and be informed about the dungeon goal and final game result to help me have a better understanding of the game.

ID	US17
Name	Start the Game [extension]

User-Story Description

As a user, I want to be able to start the game myself, so that I be prepared before game starts.

Acceptance Criteria

- If the start button is pressed, the game will start
- The rule of game is also shown in start page.

Estimate**1 Story Points (1 SP = 1 hours)****Priority****2 (Medium)****ID****US18****Name****Displaying dungeon goal [extension]****User-Story Description**

As a player, I want to be able to know the goal level and specific goals needed to be achieved to win the game, so that I can come up with better plans.

Acceptance Criteria

- If the goal level is basic, the one basic goal needed to be achieved is shown.
- If the goal level is complex, the goals with relationship needed to be achieved are shown.

Estimate**1 Story Points (1 SP = 1 hours)****Priority****3 (weak)****ID****US19****Name****Displaying player's bag [extension]**

User-Story Description

As a player, I want to be able to view keys, sword and treasures that I have collected so that I have a better view...

Acceptance Criteria

- Number of treasures collected is shown.
- If player is holding a key, it shows one key is carried.
- If player is carrying a sword, it shows one sword is carried.
- If player is holding a boulder, it shows one boulder is carried.

Estimate	1 Story Points (1 SP = 1 hours)
Priority	3 (weak)

ID	US20
Name	Display Game Result [extension]
User-Story Description As a player, I want to be able to know the final game result, so that I can know if I win the game.	
Acceptance Criteria <ul style="list-style-type: none">• If game is achieved, it will display "Congratulations!! You WIN the game ".• If the player is killed or exit without achieving all goals, it will display "You LOSE the game:(Try again?".	
Estimate	1 Story Points (1 SP = 1 hours)
Priority	2 (Medium)