RGB Breakdown

Epic stories:
- As a user, I want to access the game, so that I can play the game. Estimate 18.5 story points. Priority Essential.
- As a user, I want to exit the game, so that I can use my computer to do other work. Estimate 1 story point. Priority Important.

Users:
- Game player

Product Owner: GiveMeHD Team

Notes:
- Priority can be either essential, important or optional.
- Essential = must needs to be done in the first iteration
- Important = needed to be added after the essential part finished
- Optional = Not specified in the project but can be developed as extension part
- 1 story point = 2 hours

ID	S1
Name	**Different dungeons**
Description	As a user, I want to have options to select different dungeons, so that I can overcome various challenges.
Acceptance Criteria	1. When a player access the game, there should be three buttons, stands for three different kinds of dungeons for he or she to choose. 2. After a player selected any button, it can correctly redirect them to a right dungeon.
Priority	Essential
Size	2

ID	S2
Name	**Music button**
Description	As a user, I want to have a music on/off button, so that I can choose to turn on the music or not.
Acceptance Criteria	1. There should be a music button shown on the top of the page, shows the status of whether the music is on or off. 2. The user can click the button to choose whether to turn on the

	music or not.
Priority	Optional
Size	0.5

ID	S3
Name	**Sound button**
Description	As a user, I want to have a sound on/off button, so that I can choose to turn on the music or not.
Acceptance Criteria	1. There should be a sound button shown on the top of the page, shows the status of whether the sound is on or off. 2. The user can click the button to choose whether to turn on the sound or not.
Priority	Optional
Size	0.5

ID	S4
Name	**Restart button**
Description	As a user, I want to have a restart button, so that I can restart the game at anytime.
Acceptance Criteria	1. There should be a restart button shown on the top of the page. 2. The user can click the button to restart the game at any time.
Priority	Important
Size	1

ID	S5
Name	**Pause function**
Description	As a user, I want to have a pause button, so that I can pause the game.
Acceptance Criteria	1. There should be a pause button shown on the top of the page. 2. The user can click the button to pause the game. 3. After clicking the button, a pause page will be displayed, and

	the player can find a resume button on the page to resume the game.
Priority	Important
Size	0.5

ID	S6
Name	**Move Player**
Description	As a user, I can move the player to somewhere of the dungeon, so that I can accomplish some goals in the game.
Acceptance Criteria	1. The player can be moved up/down/left/right by pressing keyboard. 2. The player cannot be moved if the player meets the wall or boulder. 3. The player cannot be moved if the player meets a door without a key. 4. The player can move into a door if he holds a key. 5. The player cannot moved into the block where any enemy stays unless the enemy is defeated.
Priority	Essential
Size	3

ID	S7
Name	**Manipulate player to push the boulder**
Description	As a user, I want to manipulate the player to push the boulder so that I can trigger the floor switch.
Acceptance Criteria	1. The player can push the boulder up/down/left/right if there is no obstacle on the down/up/right/left. 2. When the boulder is pushed right on a floor switch, the floor switch is triggered.
Priority	Essential
Size	2

ID	S8

Name	**Sword Function**
Description	As a user, I can use sword to attack the enemy so that I can kill them.
Acceptance Criteria	1. The sword can only be used 5 times. 2. After the player use sword, the enemy will be killed. 3. If the player holds no sword but meet an enemy, the player will be killed unless he or she has a reborn coin.
Priority	Important
Size	2

ID	S9
Name	**Key Function**
Description	As a user, I want to use a key to open a door, so that some goal can be accomplished.
Acceptance Criteria	1. After the player hold a key, the player can open a door.
Priority	Important
Size	1

ID	S10
Name	**Bombs function**
Description	As a user, I can light the bombs so that I can destroy boulders and enemies
Acceptance Criteria	1. A bomb can be held and drop by the player. 2. When the bomb is thrown, it will be automatically lighted, so that it will destroy any enemies or boulders.
Priority	Important
Size	2

ID	S11
Name	**Invincibility potion function**
Description	As a user, I can pick up the invincibility and become for limited time

Acceptance Criteria	1. The player will become invincible immediately after picked up a invincibility potion
	2. All bombs and enemies can not kill player at this period.
	3. The enemies will run away after the player become invincible.
	4. Colliding with any enemy could lead the enemy die immediately.
	5. The effect of the potion will last for a limited time.
Priority	Important
Size	2

ID	S12
Name	**Treasure function**
Description	As a user, I want to manipulate the player to pick up a treasure, so that I can use the treasure to purchase something.
Acceptance Criteria	1. A user can use the treasure to purchase anything in the shop.
Priority	Important
Size	1

ID	S13
Name	**Shop function**
Description	As a user, I want to have a shop, so that I can use the treasure to buy something that can make the game a little easier.
Acceptance Criteria	1. There is a shop that can be accessed by the user outside the dungeon.
	2. The shop has some stuff that can be bought by treasure.
	3. The value of the things can be varied.
Priority	Optional
Size	1

ID	S14
Name	**Exit Function**
Description	As a user, I want to have an exit button in every page, so that I can

	exit the game at any time
Acceptance Criteria	1. There should be an exit button on the top right hand corner in every page.
Priority	Essential
Size	1