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Bibbin's Adventures (CSCI 205 Edition)
User Stories

SPRINT 1

As a player, I and NPCs should have health, attack, and defense statistics and have a fixed-sized inventory.	*As a player, I can have items that help me complete quests by improving my statistics, such as increasing health, attack, defense, or the size of my inventory.*	*As a player, I can click on doors leading to adjacent rooms if they exist.*	*As a player, I can trade items that will help me complete quests.*	*As a player, I can have different chances of successful attacks*
As a player, I have the ability to search NPCs for items and trade with NPCs.	*As a player, I can consume items to improve my statistics.*	*As a player, I can move left, right, up, or down into other rooms on the map.*	*As a player, I can talk with friendly NPCs during quest.*	*As a player, I can display what the NPCs say to me, so I know what to do next.*
As a player, I can talk with and trade/get an item from both non-hostile and hostile NPC characters.	*As a player, I can equip a variety of items, such as weapon, shield, and armor, to help me in battles.*	*As a player, I can follow a storyline to know how to complete subsequent quests.*	*As a player, I can fight hostile NPCs to complete quests.*	*As a player, I should be able to have a refreshing assortment of rooms every time I play the game.*
As a player, I can move between rooms to complete my quest.	*As a player, the room I am in is connected to adjacent rooms that allows me to move around the map*	*As a player, I can gather items from a room to add to my items list.*	*As a player, I can loot hostile NPCs to gain items to add to my items list.*	*As a player, buttons labeled with direction should indicate which rooms adjacent to the current room are available to be travelled to*

SPRINT 2

As a player, I can see my equipment and items, so I know what's available for me to use.	*As a player, I should be able to see the name of the room at the top of the screen.*	*As a player, I can see different images for different NPCs to distinguish between the rooms I'm in.*	*As a player, I can see the contents of the room to know where to go next in the story.*	*As a player, I can loot hostile NPCs to gain items to add to my items list.*
As a player, I can see my character's statistics, so I can better prepare myself for battling with the various NPCs in the game.	*As a player, I can see myself on the screen, so I know what my character is doing.*	*As a player, I can interact with NPCs to know what to do next in the game.*	*As a player, there should be some randomness involved in battles with NPCs so I can have a critical hit*	*As a player, I should not be able to kill or be killed by any enemy in one shot.*

SPRINT 3

As a player, I can see my updated statistics on the screen to know how much health I have left in the game.	*As a player, I have a visual of the items in the room to know what the item is.*	*As a player, I should be able to see my statistics and the NPC in the room's statistics refresh in the status bar when statistics change.*	*As a player, I should be able to see a visual on the screen representing that an attack is taking place.*
As a player, I can see doors and arrows on the screen to know where the rooms around me are.	*As a player, I should be able to see my statistics and the NPC in the room's statistics visually represented as a status bar*	*As a player, I should be able to drag and drop items into and out of my inventory*	*As a player, I should be able to hear sounds representing that an attack is taking place.*

SPRINT 4

As a player, I shouldn't be able to click the attack button if there's already a battle happening so the story isn't confusing	*As a player, I can trade and search items to allow me to complete my task.*	*As a player, I can see myself on the screen, so I know what my character is doing.*	*As a player, I can follow a storyline to know how to complete my quest.*
As a player, I should hear sound effects throughout the game to enhance what's happening	*As a player, I am able to pick a player to allow me to portray a specific student*	*As a player, I can equip my items to help me in battles.*	*As a player, I can trade and search items to allow me to complete my task.*

SPRINT 5

As a player, I should be able to see the armor and weapons on my body so I know what I can use at the moment	*As a player, I should be able to see my first task via the initial popup when the game begins.*	*As a player, I should be able to select which player I would like to be from a given set of four characters.*	*As a player, I can see my name integrated with notifications that come from the game that address the user.*	*==As a player, I can see the room background image to know what room I'm in.==*

==NOTE==: All user stories that are highlighted in yellow are user stories that are incomplete because they were low priority, and we did not have the time to finish them.