User Stories

**US 1a, 1b, 1c, etc.:** As a player, I want for room XYZ to:

- be able to enter and exit it. I may need a specific item from my inventory to be granted access.

- be able to look around once inside

- solve a cool challenge once inside

- be able to see and pick up any items after successfully solving the challenge, to add them to my inventory

- be able to see whether I have already been in that room and what I have already solved and/or collected.

- be sent back to the previous room if I do not have the required item or answer the challenge incorrectly.

- use simple and clear commands such as *go <room>, look around, take <item>, answer <answer>*, etc. *(Note: this is not actually a single user story but rather a whole set of user stories tied to specific rooms on the school’s floor plan. Hence the numbering 1a, 1b, 1c, etc.*)

**US 2.** As a player, I want to be able to quit the game at any time using the *quit* command. Nothing will be saved, and the game stops.

**US 3.** As a player, I want to be able to pause the game at any time using the *pause* command. My full status will be saved. The next time I start the game and enter my name, the game will continue from where I left off.

**US 4.** As a player, I want to be able to see my current status at any time using the *status* command. This includes my name, time played, and the percentage of rooms visited.

**US 5.** As a player, I want to see a ranking of the top 5 players either immediately after completing the game or by using the *scoreboard* command. The list is sorted first by highest completion percentage, then by shortest play time.

The Product Backlog is maintained by a teacher in the role of Product Owner. This person also performs reviews of the delivered products after each sprint.

**US Moritz.**