

COMP2511 – Project - Epics and User Stories

Different types of Enemies			
Story ID	User Story	Priority	Story Points
S1	<p><i>Slug</i></p> <p>As a player, I want to have enemies of type Slug with low health and low damage, so that there is at least one standard basic enemy.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> • Slugs have low health in comparison to other enemies. • Slugs have low damage in comparison to other enemies. • The battle radius and support radius of a slug is the same. • Slugs spawn randomly on path tiles. 	High	1
S2	<p><i>Zombie</i></p> <p>As a player, I want to have Zombies as an enemy type, with a higher damage, so that the game has a variety of enemies.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> • Zombies have low health in comparison to other enemies. • Zombies have moderate damage in comparison to other enemies. • Zombies have a critical bite. • A critical bite from a zombie against an allied soldier, will transform the allied soldier into a zombie, which will proceed to fight against the Character until it is killed. • Zombies are slower in comparison to other enemies. • Zombies spawn from a Zombie Pit every cycle completed by the Character. 	Medium	2
S3	<p><i>Vampire</i></p> <p>As a player, I want to have Vampires as an enemy type, with the highest damage, so that the game has a variety of enemies.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> • Vampires have moderate health in comparison to other enemies. • Vampires have high damage in comparison to other enemies. • Vampires have a critical bite. • A critical bite from a vampire causes additional random damage with every vampire attack, for a random number of attacks. • Vampires run away from campfires. • Vampires are susceptible to the stake weapon. 	Medium	3

	<ul style="list-style-type: none"> Vampires spawn from a Vampire Castle every 5 cycles completed by the Character. 		
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Different Game Modes			
Story ID	User Story	Priority	Story Points
S4	<p><i>Survival Mode</i></p> <p>As a player, I want the game to have a Survival Mode that deals with limited health potions, to create a more challenging version.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> Given the Survival Mode, when the Character shops at the Hero's Castle, they are only able to purchase a maximum of 1 health potion. 	Medium	4
S5	<p><i>Berserker Mode</i></p> <p>As a player, I want the game to have a Berserker Mode that deals with a limited number of protection gear, to create a more challenging version.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> Given the Berserker Mode, when the Character shops at the Hero's Castle, they are only able to purchase a maximum of 1 protective gear (armour, helmet, or shield). 	Medium	4
S6	<p><i>Standard Mode</i></p> <p>As a player, I want the game to have a Standard Mode, as the default game mode with no additional features.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> No distinguishing effects. 	High	3
S7	<p><i>Fixed Game Mode</i></p> <p>As a player, I want the Game Mode to be fixed and cannot be changed once the game has started.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> Once the Player has chosen a Game Mode and the game has started, the Game Mode cannot be changed. 	Low	1

	<ul style="list-style-type: none"> The Player has to reset the game if they want to change the Game Mode. 		
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Different types of Buildings			
Story ID	User Story	Priority	Story Points
S8	<p><i>Hero's Castle</i> As a player, I want to have a Hero's Castle, that functions as the start and checkpoint of a cycle for the game.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> The Character starts the game at the Hero's Castle. Upon finishing the required number of cycles of the path completed by the Character, when the Character enters this castle, the Human Player is offered a window to purchase items at the Hero's Castle. The shop is open after 1 full cycle, then after another 2 full cycles, then after another 3 full cycles, and so on. (i.e., Cycle 1, 3, 6, 10, 15, ...) 	High	6
S9	<p><i>Vampire's Castle</i> As a player, I want to have Vampire Castles, so that it spawns Vampires and create the game more challenging with more enemies.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> A Vampire Castle produces a vampire every 5 cycles completed by the Character. A Vampire Castle is located on non-path tiles adjacent to the path. A Vampire is spawned nearby the Vampire Castle on the path. 	Medium	4
S10	<p><i>Zombie Pit</i> As a player, I want to have Zombie Pits, so that is spawns Zombies and crate the game more challenging with more enemies.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> A Zombie Pit produces a zombie every cycle of the path completed by the Character. A Zombie Pit is located on non-path tiles adjacent to the path. A Zombie is spawned nearby the Zombie Pit on the path. 	Medium	4
S11	<p><i>Tower</i> As a player, I want to have Tower buildings that attacks enemies, so that the Character can support in battles when they are near one.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> A Tower has a shooting radius. 	Medium	4

	<ul style="list-style-type: none"> • A Tower attacks enemies that are within shooting radius during battle. • A Tower is located on non-path tiles adjacent to the path. 		
S12	<p><i>Village</i> As a player, I want to have Villages that functions to heal the Character, so that it regains full health when they pass through.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> • A Village regains the Character's full health when they pass through. • A Village is located on path tiles. 	Low	3
S13	<p><i>Barracks</i> As a player, I want to have Barracks that produces allied soldiers for the Character, so that the Character can have extra support in battles.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> • A Barrack produces an allied soldier to join the Character when they pass through. • The Allied Soldier is not visible on the path (as the Game is the basic version). • A Barrack is located on path tiles. 	Medium	4
S14	<p><i>Trap</i> As a player, I want to have Traps that damages enemies when they step on it, so that it benefits the Character against enemies.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> • A trap damages an enemy by x HP. • If the enemy loses all HP, the enemy dies. • After the trap damages the enemy, the trap is destroyed. • A trap is located on path tiles. 	Low	3
S15	<p><i>Campfire</i> As a player, I want to have Campfires that doubles the damage the Character deals when they are nearby, so that it creates more challenging battles and overall game difficulty.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> • A Campfire has a battle radius. • Given the Character is within the Campfire's battle radius, when the Character is in a battle, all the damage they receive will be doubled. • A Campfire is located on any non-path tile. 	Low	3

Attack type of Equipment			
Story ID	User Story	Priority	Story Points
S16	<p><i>Sword</i></p> <p>As a player, I want to have a sword as a standard melee weapon that increases the Character attack damage, so that I can have at least one way of making the Character attack more effective.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> Given the Character is in a battle, and it has a sword, then the Character attacks will cause more damage. 	Medium	2
S17	<p><i>Stake</i></p> <p>As a player, I want the option to have a stake, which has lower stats than sword, but high effective against vampires, so that there is at least one very effective weapon against the hardest enemy.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> Given the Character is in a battle, and it has a stake, when the Character attacks enemies with a stake, then it causes higher damage to vampires than to other enemies. Given the Character is in a battle, and it has a stake, when the Character attacks vampires with a stake, then it causes higher damage to vampires than not having a stake. 	Medium	3
S18	<p><i>Staff</i></p> <p>As a player, I want the option to have a staff that has the lowest stats among the weapons, but can randomly put enemies into trance, making them act as an ally temporarily, so that I can use some enemies against the others temporarily.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> Given the Character is in a battle, and it has a staff, when the Character attacks enemies with a staff, then it will cause less damage to enemies than other weapons. Given the Character is in a battle, and it has a staff, when the Character attacks enemies with a staff, then it can randomly transform an enemy into an ally temporarily. Given an enemy is in trance caused by a staff, when the battle ends, then if the enemy is still in trance, it dies. 	Medium	3

Defense type of Equipment			
Story ID	User Story	Priority	Story Points
S19	<p><i>Body Armour</i></p> <p>As a player, I want to have an option to equip the Character with a body armor that halves enemies' attacks, so that the Character has some basic kind of defense against enemies.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> Given the Character is in a battle, when wearing a body armor, then the enemies' attacks are reduced by half. 	Medium	2
S20	<p>As a player, I want to have an option to equip the Character with a shield that makes the chance of occurring a critical attack from a vampire to be 60% lower, so that my Character has a chance to protect itself against the most powerful attack in the game.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> Given the Character is in a battle, when the Character is equipped with a shield, when fighting against vampires, then there is 60% less chance of a critical attack from a vampire to occur. 	Medium	3
S21	<p>As a player, I want to have an option to equip the Character with a helmet that reduces the enemies' attack by a scalar and reduce the effectiveness of the Character attacks, so that there is an option to protect the Character against all types of enemies.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> Given the Character is in a battle, when the Character is equipped with a helmet, when fighting against enemies, then the attack of enemies is less effective by a scalar. Given the Character is in a battle, when the Character is equipped with a helmet, when fighting against enemies, then the Character's attacks are less effective in comparison to not wearing it. 	Medium	3

Rare Items			
Story ID	User Story	Priority	Story Points
S22	<p><i>Rare Items</i></p> <p>As a player, I want the Character to have a small chance of obtaining a rare item when winning a battle, so that there are some special items that are more challenging to obtain than others.</p>	Low	1

	<u>Acceptance Criteria:</u> <ul style="list-style-type: none"> Given the Character is in battle, when certain conditions are met, then there is a low probability of the Character obtaining a rare item. 		
S23	<i>The One Ring</i> As a player, I want to have the chance to obtain a rare item that can respawn the Character with full health when it is killed, so that I can have another opportunity to continue progressing in the game. <u>Acceptance Criteria:</u> <ul style="list-style-type: none"> Given the Human player has a rare item that can respawn the Character when it is killed, when the Character dies in battle, then the Human Player can use the rare item to revive the Character with full health and continue the game. 	Low	2

Basic Items and Shopping			
Story ID	User Story	Priority	Story Points
S24	<i>Health Potion</i> As a player, I want to be able to use a health potion to recover the Character's health by certain amount, so that I have a higher chance to continue the game. <u>Acceptance Criteria:</u> <ul style="list-style-type: none"> Given the Character is with lower health, when the Character takes the potion, then the Character recovers partially or fully its health. 	Medium	2
S25	<i>Gold</i> As a player, I want to the game to have gold as currency, so that I am able to purchase and sell items. <u>Acceptance Criteria:</u> <ul style="list-style-type: none"> There is a currency system in the game. Gold is used as currency. There is one or more options to purchase items. There is one or more options to sells items. 	High	2
S26	<i>Shop</i> As a player, I want to only be able to shop for items every certain number of rounds at a specific place, in order to increase the complexity of the game. <u>Acceptance Criteria:</u>	High	5

	<ul style="list-style-type: none"> • The Human Player cannot access the shop without meeting the number of rounds. • The Human Player cannot access the shop without being at the specific place, even completing the required number of rounds. • Given the game progression, when the Character completes certain number of rounds and is located at the specific place, then the Human Player can access the shop. 		
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Inventory			
Story ID	User Story	Priority	Story Points
S27	<p><i>Inventory</i> As a player, I want to be able to manage my inventory of items, so that I can add my items according to the size of my inventory and my own strategies of the game.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> • There is an inventory of items in the game. • The player can add new items to inventory. • If inventory is full, the oldest is lost. 	High	4
S28	<p><i>Equipped Item</i> As a player, I want to be able to equip and unequip my character with items, so that I can equip and unequip the Character with items according to my strategies.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> • There is the option to equip the Character with an item. • There is the option to unequip the Character with an item. 	High	3

Game progression and objectives.			
Story ID	User Story	Priority	Story Points
S29	<p><i>Cards</i> As a player, I want to be able to build buildings with the use of cards by dropping and dragging said cards to the path, so that I can have control over the positions of the buildings.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> • Cards are received when the Character defeats enemies. 	Medium	3

	<ul style="list-style-type: none"> The Human Player can drag and drop cards onto appropriate places on the map (depending on the building type) to spawn buildings. Given a card, the number of cards exceeds the card inventory limit, the oldest card is lost, and the Character receives additional gold, experience, and items. 		
S30	<p><i>Experience</i> As a player, I want to gain experience along the progression of the game when winning battles/achieving goals, so that I can have a way to note my game accomplishments.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> Given the Character winning a battle, passing a certain number of rounds, achieving a goal, or in exchange for cards/equipment, the Character gains experience points. Experience points add up to levels. 	High	6
S31	<p><i>Winning a Battle</i> As a player, when the Character wins a battle, I want it to gain experience, gold, and equipment as a reward, so that it makes more interesting to continue playing the game.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> Given a battle, when the Character defeats the enemy and wins, the Character will gain experience, gold, cards, and equipment as a reward. 	High	4
S32	<p><i>Goals</i> As a player, I want to have a different set of goals that must be achieved by the character for the game to be considered complete.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> A goal defines what must be achieved by the Character for the world to be considered complete. Goals include: Obtaining a specified level of experience, Amassing a specified amount of gold, The Character completing a specified number of cycles of the path, or a combination of such. 	High	3

Game design. (Include UI)			
Story ID	User Story	Priority	Story Points
S33	<p><i>Automatic Movement</i></p> <p>As a player, I want the Character, allies and the enemies to move automatically without the Human Player intervention, so that I can concentrate on building strategies for the Character.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> Given the game is playing, when not paused, then the Character, allies and enemies will move automatically. 	High	2
S34	<p><i>Automatic Battles</i></p> <p>As a player, I want the Character to enter battles automatically whenever my character is within battle radius of an enemy.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> When the Character enters an area within an enemy's battle radius, a battle automatically commences. The Human Player has no ability to perform any game interactions during a battle. 	High	4
S35	<p><i>End Game</i></p> <p>As a player, I want the game to end when the goals of the game have been achieved or when the Character is killed.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> The game is won once the Character has completed some specified combination of goals, which are some logical combination of obtaining a specified level of experience, amassing a specified amount of gold, and completing a specified number of cycles of the path). The game is lost when the Character has lost all health points, i.e., is killed in battle. 	High	2
S36	<p><i>Pause Game</i></p> <p>As a player, I would like to be able to easily pause the game, so that I can return to the game and resume later.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> Given the game is playing, when pressing spacebar, then the game pauses. Given the game is paused, when pressing spacebar, then the game resumes. 	Medium	2

S37	<p><i>Game Status</i></p> <p>As a player, I would like to be able to see my current character status, such as my health bar, amassed coin, and experience clearly on the screen.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> • The UI is designed to show the Character's details such as health points, gold owned, and experience on the screen. • Additional details include the game mode and level. 	Medium	1

Main Character and Allies			
Story ID	User Story	Priority	Story Points
S38	<p><i>Character</i></p> <p>As a player, I want to progress in the game through “the Character”, which represents my actions aiming to win the game.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> • The Character automatically moves clockwise from position to position through this path, starting from the Hero's Castle. 	High	5
S39	<p><i>Allies</i></p> <p>As a player, I want to be able to have allies, so that I can have support during battle.</p> <p><u>Acceptance Criteria:</u></p> <ul style="list-style-type: none"> • Given the Character moves through a barrack, an ally joins and fights along the Character in battles until it is killed or turned into a zombie. 	Low	3