**User Stories for Sprint 1**

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| **UserStory ID** | 1 |
| **Description** | Displaying the score board component in the screen |
| **Assigned To** | Anushree Menon |
| **Story Points** | 5 |
| **User Acceptance Criteria:**  As a user, I should be able to see the score on the screen when I am playing the game.  -> The score should be displayed in a box.  -> The score should be updated (increased or reduced) depending on the attacks.  -> The score should be stored in some form and should be carried forward to the next levels.  -> The score should start from 0 and the UI should display the score clearly. | |

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| **UserStory ID** | 2 |
| **Description** | Displaying the player component in the game screen. |
| **Assigned To** | Sai Prithipa |
| **Story Points** | 8 |
| **User Acceptance Criteria:**  As a user, I should be able to play as the player in the screen with an interactive UI.  -> The player should be displayed in the screen clearly.  -> The player should have his property like sword for level 1.  -> The player should be able to move anywhere in the acceptable area in the screen.  -> The player should be able to jump or swim to cross a hurdle.  -> The player should be able to attack the opponents with his property.  -> The player should have his/her label displayed as a box at the top of the screen.  -> The player hits/attacks should be integrated with the score component.  -> The player should be able to cross hurdles successfully.  -> The player should be able to make use of blocks of wood to cross the river.  -> The player should be able to fail or get defeated.  -> The player should be able to win the opponent.  -> The player should be able to complete a level.  -> The player should be able to get the treasure after level completion. | |

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| **UserStory ID** | 3 |
| **Description** | Displaying enemies/hurdles component in the screen. |
| **Assigned To** | Priya Yadav |
| **Story Points** | 8 |
| **User Acceptance Criteria:**  As a user, I should be able to see the enemies in the screen fighting against the player (hero).  -> The enemy should be available as actors like witches, hurdles like mountains, river with blocks of wood, negative powers.  -> The enemy should be able to attack the player and defeat him.  -> The enemy should be able to lose against the player.  -> When the enemy wins, the player should lose and the game should end.  -> The enemy should be able to move towards the player.  -> The enemy should be displayed clearly and visible in the correct size.  -> The enemy should have his/her property like a sword or a knife.  -> The enemy should have his/her label displayed in the screen.  -> The enemy should disappear once he/she is defeated. | |

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| **UserStory ID** | 4 |
| **Description** | Completing the level 1 of the game |
| **Assigned To** | Anushree Menon |
| **Story Points** | 3 |
| **User Acceptance Criteria:**  As a user, I should be able to complete the game levels without any errors.  -> The player should be able to complete the level 1.  -> The player should complete the level 1 after killing all the enemies and passing all the hurdles.  -> The player should be able to reach the end of the level 1.  -> The player should not be able to complete the level if he/she loses. | |

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| **UserStory ID** | 5 |
| **Description** | Displaying the lifeline component in the game screen. |
| **Assigned To** | Sai Prithipa |
| **LifeLine** | 8 |
| **User Acceptance Criteria:**  As a player, I should be provided with lifelines.  -> The player should be provided with 3 lifelines.  -> The lifelines should be displayed in the top of the screen.  -> The lifeline should reduce one at a time when the player gets defeated by the opponent.  -> The lifeline should be shown with 3 icons.  -> The number of lifelines should be updated at the top of the screen.  -> The lifeline should be displayed clearly.  -> The lifeline should be reduced with a sound in the background.  -> The lifeline should increase after touching a lucky charm power. | |

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| **UserStory ID** | 5 |
| **Description** | Displaying the treasure component in the game screen at the completion of level 1. |
| **Assigned To** | Priya Khadke |
| **Story Points** | 5 |
| **User Acceptance Criteria:**  As a user, I should be able to see the enemies in the screen fighting against the player (hero).  -> The enemy should be available as actors like witches, hurdles like mountains, river with blocks of wood, negative powers.  -> The enemy should be able to attack the player and defeat him.  -> The enemy should be able to lose against the player.  -> When the enemy wins, the player should lose and the game should end.  -> The player should be able to move anywhere in the acceptable area in the screen.  -> The player should be able to attack the opponents with his property.  -> The player should have his/her label displayed as a box at the top of the screen.  -> The player hits/attacks should be integrated with the score component.  -> The player should be able to cross hurdles successfully.  -> The player should be able to fail or get defeated.  -> The player should be able to win the opponent.  -> The player should be able to complete a level.  -> The player should be able to get the treasure after level completion. | |

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| **UserStory ID** | 6 |
| **Description** | Displaying the lucky power components in the game screen |
| **Assigned To** | Priya Khadke |
| **Story Points** | 8 |
| **User Acceptance Criteria:**  As a player, I should be able to acquire powers on touching the power components in the game screen.  -> The player should be able to see the powers while playing.  -> The player should be able to move near the powers and touch them.  -> Once the player touches the power, the player should gain more points and the same should be added to the score.  -> The score should be updated accordingly.  -> The player should gain one extra lifeline after touching the lucky charm power.  -> The power should disappear after the player uses it. | |

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| **UserStory ID** | 7 |
| **Description** | Displaying the background for the game screen. |
| **Assigned To** | Karthika |
| **Story Points** | 8 |
| **User Acceptance Criteria:**  As a player, I should be able to get a great user experience with the background component of the game screen.  -> The background should be displayed clearly.  -> The background should be displayed throughout the game until the game ends.  -> The background should make use of dynamically changing components.  -> The background should make use of multiple objects.  -> The background should match the sound effects.  -> The background should match the other actors displayed over it in the screen. | |

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| **UserStory ID** | 8 |
| **Description** | Sound effects and video for the game |
| **Assigned To** | Karthika |
| **Story Points** | 8 |
| **User Acceptance Criteria:**  As a player, I should be able to play the game with sound effects and music played throughout the game  -> The music should be played throughout the game until the level 1 is completed.  -> The music should be played throughout the game until the player gets defeated.  -> The music should be accompanied by sound effects.  -> A sound should be played when the player touches the positive powers.  -> A sound should be played when the player loses a lifeline.  -> A different type of sound should be played when the player loses.  -> A different type of sound (distinguish from other sounds) should be played when the user completes a level.  -> A sound should be played when the user takes the treasure. | |

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| **UserStory ID** | 9 |
| **Description** | Making of ad video for the game |
| **User Acceptance Criteria:**  As a user, I should be able to watch a trailer of the game.  -> An Ad should be made showing the entire game in a nutshell.  -> The Ad should be a highly attractive way to make users purchase the game.  -> The ad should be integrated well with multiple levels.  -> The ad should make use of at least 7 components that were used in the game. | |

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| **UserStory ID** | 10 |
| **Description** | Designing the UML diagrams for the game implementation. |
| **User Acceptance Criteria:**  As a user, I should be able to get the UML diagrams of the code implementation.  -> Draw a UML class diagram.  -> Draw a UML sequence diagram.  -> Draw a UML activity diagram. | |

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| **UserStory ID** | 11 |
| **Description** | Implementing design patterns in the game development. |
| **User Acceptance Criteria:**  As a user, I should be able to implement the game features with design patterns followed.  *This is created as a separate story to ensure and keep track of all patterns used during implementation.* | |

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| **UserStory ID** | 12 |
| **Description** | Displaying the label component in the game screen. |
| **Assigned To** | Anushree Menon |
| **Story Points** | 3 |
| **User Acceptance Criteria:**  As a user, I should be able to play as the player in the screen with an interactive UI.  -> The player should have his/her label displayed as a box at the top of the screen.  -> The opponent should have his/her label displayed as a box at the top of the screen. | |