User Stories

Priority: 1-5, 1 is the highest priority, 5 is the lowest.

Story point: 1 Point = 3hours

ID	1-1
Name	**Player Movement**

As a player, I want to move to adjacent squares with arrow keys on the keyboard so that I can move and playing this game.

Acceptance Criteria:
1. If there is Wall on the target location, do not execute the move action.
2. If there is Exit on the target location, execute the move action and puzzle completes.
3. If there is Treasure on the target location, the player will pick it up and the items will disappear, simultaneously execute the move action.
4. If there is Door on the target location, check key: if key hold, execute the move action, remove the key and change the status of Door to open; if key not holds, do not execute the move action.
5. If there is Key on the target location, check key: if key hold, execute the move action; if key not holds, execute the move action and pick the key up.
6. If there is Boulder on the target location, check Boulder status: it can push, execute the move action and push the Boulder in the same direction; it can't push, do not execute the move action.
7. If there is Floor Switch on the target location, execute the move action.
8. If there is Enemy on the target location, execute the move action, remove the player, and change the player status to died.
9. If there is Sword on the target location, check Sword: if Sword hold, execute the move action; if Sword not holds, execute the move action and pick the Sword up.
10. If there is Invincibility Potion on the target location, execute the move action, pick the Invincibility Potion up and change the buff from FALSE to TRUE.

Priority	1
Size	5

ID	1-2
Name	**Inventory**

As a player, I want to have my inventory so that I can collect items after picking up, storing in my Inventory.

Acceptance Criteria:
1. The player can check the inventory at any time.
2. The use of each item can show in the inventory interface.

Priority	**2**
Size	**2**

ID	1-3
Name	**Game instruction**

As a player, I want to learn how to play the game before the game start.

Acceptance Criteria:
1. In the welcome interface, the player can check the game instruction.
2. During the game, the player also can check the game instruction with 'help' button.

Priority	**5**
Size	**2**

ID	2-1
Name	Goal

As a player, I need there is a goal so that when I complete it, the game is finished.
Acceptance Criteria:
1. the exit must be reachable.
2. not only reaching the exist is required. The goal can require other conditions, such as 'collecting all treasure', 'Killing all enemies'

Priority	4
Size	1

ID	2-2
Name	Door

As a player, I need there are some Doors so that making the game more interesting.
Acceptance Criteria:
1. If the player touches the door with the correct key, the door will open and keeping open for the rest of the game.
2. If the playing doesn't carry the correct key or not carrying any key to touch the closed door, nothing happens.
3. Every door has its own id.

Priority	2
Size	2

ID	2-3
Name	**Enemies**

As a player, I need there are some Enemies so that making the game more Challenging.

Acceptance Criteria:
1. The enemies will attack the player if the distance of the player and the enemies is less or equal to two squares.
2. The player must be only attacked by 1 enemy at the same time.
3. If the player has used the 'Invincibility potion' , the enemy will not attack him although they are enough closely to each other.
4. If the player not armed with the sword, the player will die and game over.
5. **If the player armed with the sword, the enemy will be cleaned.**

Priority	**3**
Size	**2**

ID	2-4
Name	**Boulder**

As a player, I need there are some Boulders so that making the game more interesting.
Acceptance Criteria:
1. The Boulder should has four status for each direction, every status can be TRUE or FALSE.
2. The Boulder should check the nearby four location, if check the player exists, return the status of reverse direction to player.
3. **When Boulder receives a move command，execute the move action and updates the status of direction.**

Priority	**2**
Size	**2**

ID	2-5
Name	**Floor Switch**

As a player, I need there are some Floor Switches so that making the game more interesting.
Acceptance Criteria:
1. The Floor Switch should have the status of triggered or leisure. The default state should be leisure.
2. When the start of every round Floor Switch Updates the status: if check the Boulder on the same location, change the status to triggered; if not, change the status to leisure.
3. Each Floor Switch should have one no. for identification.

Priority	**2**
Size	**2**

ID	2-6
Name	**Key**

As a player, I need there are some keys so that I can open the corresponding door of each key.
Acceptance Criteria:
1. The player can only carry one key in his inventory.
2. Every key with its unique id.
3. When the player moves to the squares where the key is, he will try to pick the key up.
4. After opening the corresponding door, the key will disappear from the player's inventory.

Priority	**2**
Size	**1**

ID	2-7
Name	**Sword**

As a player, I need there are some swords so that I can pick one of them up and armed to fight with enemy
Acceptance Criteria:
1. The player can only be armed with one sword.
2. When the player moves to the squares where the sword is, he will try to pick the sword up.
3. Each sword is capable of 5 hits.
4. Every fight with an enemy will reduce one of durability.

Priority	**3**
Size	**2**

ID	2-8
Name	**Invincibility Potion**

As a player, I need there is some invincibility potion so that I can pick that to avoid some unnecessary fight and enhance the game fun.
Acceptance Criteria:
1. Every invincibility potion can last only 30seconds.
2. When the player is with an Invincible buff, the enemy will not attack him although they are enough close to each other.

Priority	**3**
Size	**2**

ID	2-9
Name	**Wall**

As a player, I need there are some Walls so that making the game more interesting.
Acceptance Criteria:
1. Wall is wall.
2. Wall is indestructible, unshakable, and unswerving.
3. Wall can never coexist with any other entity in the same location, if one location exists a wall, update the status of the location to Unreachable.

Priority	**1**
Size	**3**

ID	2-10
Name	**Treasure**

As a player, I need there is some treasure so that I can collect them and reach the goal requirement.
1. When the player moves to the squares where the treasure is, he will try to pick the treasure up.

Priority	**4**
Size	**1**