

User Stories

Epic Story 1

As a player, I want to have some basic gameplay so that I am able to interact with the game.

US 1.1	As a player, I want to be able to move around the board so that I can navigate throughout the dungeon
Acceptance Criteria	<ol style="list-style-type: none">1. The player can only move left, right, up and down to their adjacent square2. The player moves in the direction the corresponding arrow key is clicked for3. The player move to one adjacent square at a time provided nothing is blocking it4. The player is not able to move further in a direction if there is an entity blocking them
Priority	Very High
Story Point(s)	1

US 1.2	As a player, I want to be able to not walk through the walls so that I am able to successfully navigate the board
Acceptance Criteria	<ol style="list-style-type: none">1. Walls must be visible at all times throughout the game2. The player is not able to move further in a particular direction if there is a wall blocking them
Priority	Very High
Story Point(s)	2

US 1.3	As a player, I want to be able to pick entities up throughout the game so that I am able to complete tasks successfully throughout the dungeon
Acceptance Criteria	<ol style="list-style-type: none"> 1. Player must be on the same square to pick up an entity on the board 2. Player must press the spacebar in order to pick up an entity
Priority	Very High
Story Point(s)	5

US 1.4	As a player, I want to be able to see a start menu screen so that I am able to play the game successfully
Acceptance Criteria	<ol style="list-style-type: none"> 1. Player must have a starting menu screen 2. The menu screen should have a start button and instructions button which the player can access 3. The start game button allows the user to start playing the game from level 1
Priority	Medium
Story Point(s)	2

US 1.5	As a player, I want to be able to complete levels where I have to complete a goal so that I can advance in the game
Acceptance Criteria	<ol style="list-style-type: none"> 1. The player must have instructions on the goals that they have to complete in order to advance 2. The player may have to complete either one or multiple goals in order to advance in the game 3. All items needed to accomplish the goal(s) should be reachable by the player on the board 4. Once the player completes the goal(s), they have the option to advance to the next level 5. The player can exit a level by pressing the escape key 6. When the player exits a level , if the goals are not completed the player has the option to replay the level. 7. As the progression of levels continues, the player gets more complex goal combinations than the previous level
Priority	High
Story Point(s)	5

US 1.6	As a player, I want to have an inventory so that I can see the entities that I can use
Acceptance Criteria	<ol style="list-style-type: none"> 1. The inventory is displayed on the screen as a box that shows the entities the player has picked up 2. If a player picks up treasure, the treasure icon and the count of the amount of treasured collected is visible in the inventory and the count should be incremented 3. If a player picks up an invincibility potion, the potion icon and a countdown from 10 seconds is visible in the inventory 4. Once the invincibility potion countdown reaches 0, the potion icon is removed from the inventory 5. If a player picks up a sword, the sword icon and the amount of hits available is visible in the inventory 6. If a player uses the sword 5 times, the sword icon is removed from the inventory 7. If a player picks up a key, the key icon is visible in the inventory 8. If a player drops a key, the key icon is removed from the inventory
Priority	Medium
Story Point(s)	4

US 1.7	As a player, I want to exit the whole game, so that I can stop playing
Acceptance Criteria	<ol style="list-style-type: none"> 1. If the escape key is pressed at any time during the game, a pop up notification confirming my exit appears 2. If the player confirms their exit on the pop up notification, the notification and the game screen disappears and my game progress is lost 3. If the player cancel their exit on the pop up notification, the notification disappears and my game screen and progress remains
Priority	Low
Story Point(s)	1

Epic Story 2

As a player, I want to use and interact with entities so that I can advance through the game.

US 2.1	As a player, I want to interact with the exit so that I can finish the game
Acceptance Criteria	<ol style="list-style-type: none">1. An exit entity can only be found on an empty square with no other entities2. An exit entity must be in the dungeon and the player must be able to reach it3. The player can go on the same square as the exit entity4. The game is finished when the player is on the same square as the exit entity5. Getting to an exit can help to win a game, if specified as a goal and all other goals are fulfilled beforehand
Priority	High
Story Point(s)	1

US 2.2	As a player, I want to collect treasure so that I can complete a goal
Acceptance Criteria	<ol style="list-style-type: none">1. The player must be able to reach the treasures in the dungeon2. None or multiple treasures can be found within the dungeon depending on the level difficulty and goals3. A treasure can only be found on an empty square or a square with a floor switch on it4. The player can go on and move past the square the treasure is located on5. The treasure is picked up when the player is on the same square and the space bar is pressed6. When a treasure is picked up, it appears in the player's inventory or the count of treasures found in the inventory is incremented, and the treasure disappears from the board7. The player can pick up multiple treasures8. The player can not drop treasures they have picked up9. Collecting all the treasures from the board can help to win a game if specified as a goal
Priority	High
Story Point(s)	2

US 2.3	As a player, I want to move a boulder so that I can interact with floor switches
Acceptance Criteria	<ol style="list-style-type: none"> 1. The player must be able to reach each boulder in the dungeon 2. None or multiple boulders can be found within the dungeon depending on the level difficulty and goals 3. A boulder can only be found on an empty square or a square with a floor switch on it 4. The boulder blocks the player's movement 5. The player must be in an adjacent square to the boulder in order to push it 6. The player can push one boulder at a time into an adjacent square in the direction of the arrow keys pressed 7. When the player pushes a boulder, the player moves to the square that was previously occupied by the boulder 8. If the player tries to move the boulder off the board or onto a square with another entity besides a floor switch, the boulder and the player remain in the same position
Priority	High
Story Point(s)	3

US 2.4	As a player, I want to trigger floor switches so that I can complete a goal
Acceptance Criteria	<ol style="list-style-type: none"> 1. The player must be able to reach each floor switch in the dungeon 2. None or multiple floor switches can be found within the dungeon depending on the level difficulty and goals 3. The floor switch behaves as an empty square so every other entity can appear on the same square and/or move past it 4. A floor switch is triggered when a boulder is on the same square 5. A floor switch is not triggered when a boulder is not on the same square 6. Having a boulder on each floor switch on the board can help to win a game, if specified as a goal 7. If having a boulder on each floor switch is a goal, the amount of floor switches must be less than or equal to the amount of boulders on the board
Priority	High
Story Point(s)	2

US 2.5	As a player, I want to pick up a sword so that I can use it on my enemies
Acceptance Criteria	<ol style="list-style-type: none"> 1. The player must be able to reach each sword in the dungeon 2. None or multiple swords can be found within the dungeon depending on the level difficulty and goals 3. A sword can only be found on an empty square or a square with a floor switch on it 4. The player can go on and move past the square the sword is located on 5. The sword is picked up when the player is on the same square as the sword and the space bar is pressed 6. When the player picks up a sword, it is added to the player's inventory and the sword disappears from the board 7. If the player attempts to pick up another sword, it is not added to their inventory and remains on the board 8. The player cannot drop a sword they have picked up
Priority	High
Story Point(s)	2

US 2.6	As a player, I want to hit enemies with a sword so that I can kill them
Acceptance Criteria	<ol style="list-style-type: none"> 1. If the player has picked up a sword and they are on an adjacent square to the enemy, the enemy can be hit by pressing the enter key 2. If the player hits the enemy with a sword, the enemy disappears from the board immediately and the amount of sword hits left which is visible in the inventory is decremented 3. After five hits, the sword disappears from the players inventory and it can no longer be used 4. Removing enemies with a sword can help to win a game, if removing enemies is specified as a goal
Priority	High
Story Point(s)	3

US 2.7	As a player, I want to pick up an invincibility potion so that I can be invincible
Acceptance Criteria	<ol style="list-style-type: none"> 1. The player must be able to reach each invincibility potion in the dungeon 2. None or multiple invincibility potions can be found within the dungeon depending on the level difficulty and goals 3. An invincibility potion can only be found on an empty square or a square with a floor switch on it 4. The player can go on and move past the square the invincibility potion is located on 5. Only one invincibility potion can be picked up and used at a time 6. The invincibility potion is picked up when the player is on the same square as the invincibility potion and the space bar is pressed 7. When the player picks up an invincibility potion, the potion is added to the inventory and the potion disappears from the board 8. After the invincibility potion is picked up, the invincibility period begins immediately and lasts for 10 seconds 9. When the player's invincibility period finishes, the potion is removed from their inventory 10. During the player's invincibility period, the enemies run away from the player
Priority	High
Story Point(s)	4

US 2.8	As a player, I want to use my invincibility potion so that I can collide with my enemies
Acceptance Criteria	<ol style="list-style-type: none"> 1. If the invincibility potion is in the player's inventory, they can kill enemies through collisions by moving onto the same square that enemies are on 2. If the invincible player collides with an enemy, the enemy is removed from the board immediately 3. Removing enemies whilst invincible can help to win a game, if removing enemies is specified as a goal
Priority	High
Story Point(s)	2

US 2.9	As a player, I want the enemy to move towards me so that the game is more exciting
Acceptance Criteria	<ol style="list-style-type: none"> 1. None or multiple enemies can be found within the dungeon depending on the level of difficulty and the goals 2. The enemy moves towards a player one adjacent square at a time 3. The enemy can go on any square unless occupied by a wall or a boulder 4. The enemy stops moving when they are as close as possible to the player 5. The player dies when they move to the same square an enemy is on
Priority	Medium
Story Point(s)	3

US 2.10	As a player, I want to pick up a key so that I can use it on unlocked doors
Acceptance Criteria	<ol style="list-style-type: none"> 1. The player must be able to reach each key in the dungeon 2. None or multiple keys can be found within the dungeon 3. Each key can only be found on an empty square or a square with a floor switch 4. Each key has one door which it can unlock 5. The player can go on and move past the square the key is located on 6. The key is picked up when a player is on the same square as a key and the space bar is pressed 7. When the player picks up a key, the key is added to the player's inventory and the key disappears from the board 8. If the player attempts to pick up another key, the key is not added to their inventory and it remains on the board
Priority	Medium
Story Point(s)	2

US 2.11	As a player, I want to drop a key so that I can pick up another one
Acceptance Criteria	<ol style="list-style-type: none"> 1. The player can drop a key on an empty square or a square with a floor switch by pressing the space bar 2. When the player drops the key, the key disappears from their inventory and, if it was not used to unlock a door, it appears on the square where it was dropped 3. If the player attempts to drop a key on a square occupied by another entity besides a floor switch, the key is not dropped and remains in their inventory
Priority	Medium
Story Point(s)	1

US 2.12	As a player, I want to use a key so that I can unlock a door
Acceptance Criteria	<ol style="list-style-type: none"> 1. The player must be able to reach the doors in the dungeon 2. None or multiple doors can be found within the dungeon 3. Each door can only be found on an empty square or a square with a floor switch 4. Each door has one key which unlocks it 1. A locked door stops the player from moving onto the square the door is located on, and the square directly behind the door 2. The player unlocks a door by dropping the correct key in a square adjacent to the door 3. After a door is unlocked, the door remains open and the key disappears from the player's inventory 4. The player can move onto the square the unlocked door is located on as well as the square directly behind the door
Priority	Medium
Story Point(s)	3

US 2.13	As a player, I want to use a portal so that I can teleport in the dungeon
Acceptance Criteria	<ol style="list-style-type: none"> 1. A portal is reachable to the player 2. A portal can only be found on an empty square or a square with a floor switch 3. None or multiple portals can be found within the dungeon 4. When the player goes on the square the portal is located on, the player is teleported to a square which is not occupied by a wall or a boulder
Priority	Low
Story Point(s)	1