

ES1 - As a player, I want to move around the dungeon whilst still having restrictions to follow the boundaries of the game. (Movement)

US1 - As a player, I want to move the player around the dungeon to complete puzzles. (Size: 5 USP, Priority: highest)

- There is an assigned key to move the person to its adjacent top grid position.
- There is an assigned key to move the person to its adjacent bottom grid position.
- There is an assigned key to move the person to its adjacent left grid position.
- There is an assigned key to move the person to its adjacent right grid position.

US2 - As a player, I shouldn't be able to move through walls to stay within the boundaries of the game. (Size: 3 USP, Priority: highest)

- There are 2 types of 'positions' in a dungeon: wall or no-wall
- Players can't share the same space with a wall.
- Players can't traverse walls.

ES2 - As a player, I want to interact with environmental elements to complete puzzles. (Environment based puzzles)

US3 - As a player, I want to reach a goal to further my progress to the end of a level. (Size: 5 USP, Priority: high)

- A goal is an objective (getting to an exit, destroying all enemies, having a boulder on all floor switches, collecting all treasure)
- Once all goals of a dungeon are completed, the level will end

US4 - As a player, I want to navigate complex wall setups to reach the exit. (Size: 3 USP, Priority: medium)

- A dungeon may contain a complex array of wall objects, through which exists a path the player may take to an exit

US5 - As a player, I want to reach an exit to complete a goal. (Size: 2 USP, Priority: medium)

- Reaching the exit will result in completion of the goal

US6 - As a player, I want to be able to push boulders around the map to trigger floor switches. (Size: 4 USP, Priority: medium)

- Boulders are objects which may be scattered throughout a dungeon
- Boulders can be moved if the player pushes them from one side
- A player may only push one boulder at a time
- When a boulder is pushed over a floor switch, the switch is triggered
- When a boulder is pushed off a floor switch, the switch is untriggered

US7 - As a player, I want to trigger floor switches to make complete a goal. (Size: 3 USP, Priority: medium)

- There may only exist as many floor switches as there are boulders
- Triggering all floor switches will result in completion of the goal

US8 - As a player, I want to collect treasures to complete a goal. (Size: 2 USP, Priority: medium)

- Treasures are objects which may appear scattered throughout a dungeon
- A player can walk over a treasure to pick it up
- Picking up all treasures in a dungeon will result in completion of the goal

US9 - As a player, I want to teleport between portals to reach areas of the map faster, or reach previously inaccessible areas. (Size: 2 USP, Priority: low)

- Portals are objects which occur in pairs, and may exist within a dungeon
- Upon walking over a portal, the player will be teleported to its pair in another location within the dungeon
- The pair portal may allow the player to reach areas of the map faster, or reach previously inaccessible areas

US10 - As a player, I want to pick up keys to unlock doors. (*Size: 3 USP, Priority: low*)

- Keys are objects which occur in conjunction with doors, and may be scattered throughout a dungeon
- A player can walk over a key to pick it up
- When holding a key, a player may interact with its corresponding door, which will unlock or open the door

US11 - As a player, I want to unlock doors to open a path to a new area of the dungeon. (*Size: 3 USP, Priority: low*)

- When a door is in its closed state, it has the same properties as a wall
- Once it is in its open state, through the use of a key, it allows the player to pass over and through it
- This enables the player to enter an area otherwise enclosed by walls, only accessible through unlocking the door

ES3 - As a player, I want to confront enemies with tools to achieve the dungeons' goals. (Combat)

US12 - As a player, I want to have enemies to add a degree of difficulty to the dungeon. (*Size: 5 USP, Priority: low*)

- Enemy models are distinct to the player model.
- Enemies patrol areas and move towards a player if its in its line of sight.
- Enemies kill players upon collision, where collision is defined as player and enemy in the same grid position.

US13 - As a player, I want to be able to pick up swords to kill enemies. (*Size: 5 USP, Priority: lowest*)

- A player can pick up swords.
- Swords are used to kill enemies in 1 hit.
- A player can only carry one sword at a time.
- A sword is only capable of 5 hits, it disappears afterwards.

US14 - As a player, I want to be able to drink invincibility potions to not have to worry about enemies chasing me. (*Size: 2 USP, Priority: lowest*)

- A player can up invincibility potions.
- Upon picking it up a player becomes invincible to enemies.
- Colliding with an enemy, while under the effect of the invincibility potion, results in their immediate destruction.
- Enemies will attempt to run away from players under the effect of the invincibility potion.
- The effect of the invincibility potion only lasts a limited time.