|  |  |  |
| --- | --- | --- |
| Business Value | 1 - 10 | Higher Value = more needed |
| Story Points | 1 - 20 | Higher Value = longer |

Title: Terrain Generation

**As a** player, **I want** the game to have procedurally generated terrain so that each playthrough offers a unique experience and increases the game's replayability.

|  |  |
| --- | --- |
| Business Value | 5 |
| Story Points | 9 |

**Acceptance Criteria:**

* The terrain must be randomly generated on start game.
* A seed can be used to recreate terrain layouts.
* The terrain contains ground colors and water.

**Definition of Done:**

* Code is implemented and pushed to GitHub.
* The code is commented.
* Any bugs or crashes are resolved.

Title: Third person movement

**As** a player,**I want** to control my character from a third-person-perspective,**so that** I feel more connected to the world and can navigate the environment with a clear view of my surroundings.

|  |  |
| --- | --- |
| Business Value | 8 |
| Story Points | 12 |

**Acceptance Criteria:**

* Player can move the character around with the WASD keys or controller joystick.
* Camera follows the player smoothly from behind, adjusting to movement and direction changes.
* Character rotates to face the direction of movement.

**Definition of Done:**

* Code is implemented and pushed to GitHub.
* The code is commented.
* **Any bugs or crashes are resolved.**

Title: Targeting system

**As** player, **I want to** have a targeting system, **so that** the combat is more immersive and easier**.**

|  |  |
| --- | --- |
| Business Value | 4 |
| Story Points | 8 |

**Acceptance Criteria:**

* Player can target and un target enemy.
* Player can switch between multiple enemies.

**Definition of Done:**

* Code is implemented and pushed to GitHub.
* The code is commented.
* **Any bugs or crashes are resolved.**

Title: Title

**As**, **I want to**, **so that**

|  |  |
| --- | --- |
| Business Value | 0 |
| Story Points | 0 |

**Acceptance Criteria:**

**Definition of Done:**

* Code is implemented and pushed to GitHub.
* The code is commented.
* **Any bugs or crashes are resolved.**