Grim Towers User Stories

**User Stories – End-User Game**

1. Main Menu: User can view various functions in the main menu and navigate to them successfully, such as launch level builder, New Game, Multiplayer, Options, etc.
2. New Game: User can create a New Game, which opens up the New Game singleplayer lobby (similar to MP host lobby). User sets a level queue and may not start the game until a level queue is set.
3. New Game: While in the New Game lobby, user can view a level list of all levels on their system, and sort by level name or player capacity. Some note should be visible indicating whether the level is user-created or not.
4. New Game: While in the New Game lobby, user can select a level in the level list and view a small 2D map overview of the level, the level author, and may select a button to add it to the top or bottom of the level queue.
5. New Game: While in the New Game lobby, user can view the level queue and modify an entry via: “Move to Top”, “Move to Bottom”, “Up 1”, “Down 1”, “Remove”.
6. Level Completion: Upon finishing a level in the level queue, user sees a gameplay summary listing the wave # played to, # kills, etc. The user may click to either exit the session, or to load the next level if there are more levels in the level queue.
   1. If user exits, user is placed back in the New Game lobby which still contains the level queue of all levels that were set to be played originally.
   2. If user loads the next level, see next user story on loading.
7. Level Completion: Upon finishing one level in the level queue but not the last one and selecting to load the next level, user sees a loading screen displaying the current level loading, its author and a small 2D map overview. *Ideally* there would be a button to exit loading if something is taking a long time or user wants to leave.
8. In-game Menu: While in-game, user may exit the level queue through the in-game menu. Upon doing so, user is then placed back in the New Game lobby which still contains the level queue of all levels that were set to be played originally.
9. In-game Menu: While in-game, user may exit the end-user game entirely through the in-game menu, with a warning message for confirmation (y/n) displaying first.

**User Stories – Level Builder**

1. Launch: User can launch Level Builder through a button in the end-user game menu, or as a separate application (like how user would launch end-user game).

**User Stories - Multiplayer**

1. Lobby: User can view multiplayer lobby displaying sorted list of running maps by entering the main server IP address and clicking “Refresh”.
2. Lobby: User can sort by various categories (see above created games/sessions) with additional category ping (latency from user to host of server) (not stored by main server)
3. Connect: User can connect to a multiplayer game listed in the lobby.
4. Connect: User can connect to a multiplayer game by directly entering the IP address of a game lobby host.
5. Host: User can host a multiplayer game, optionally setting a password. They will set a level queue visible to all players. The host may not start the game until a level queue is set. The MP host level lobby must include all functionality as the SP New Game lobby (ideally use the same UI and back-end with slight modifications).
6. Host: While hosting before level queue launch, user host may kick a player out of the level lobby, with a setting for time to ban (none, 1m, …, forever). If greater than ‘none’, the kicked player’s IP and name will be added to the user’s ban list.
7. User can view list of banned IPs by name and ban duration, and modify an entry by changing the ban duration or removing it from the list. End-user game should store list of IP addresses that are kicked from any of user’s sessions, along with time until ban expires. A timer will run every (minute?) to update this list and remove IP addresses if applicable.