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Bee Simulator User Stories

Bee:

* As a bee, I want to move a distance so that I can interact with other entities and move reasonably quickly across the screen.
* As a bee, if I collide with a good flower, I want to replenish my energy when I land on a flower with nectar so that I can stay alive.
* As a bee, if I collide with bad flower, I want to lose energy so that I eventually die and ensure natural selection.
* As a bee, if I collide with another bee, I want to lose energy or gain no energy from the collision so that I can fight with chivalry with the other bee and ensure proper natural selection.
* As a bee, I want to check if I collide with a flower so that I can interact with flowers.

TargetedMoveBee

* As a targeted moving bee, I want to choose a flower so that I can move directly towards that flower.

RectangularMoveBee

* As a rectangularly moving bee, I want to move in a rectangular pattern so that I can have the possibility of interacting with other entities.

NectarFlower

* As a NectarFlower, if a bee collides with me, I want to “give” energy to that bee so that I can lose my nectar.
* As a NectarFlower, if a bee collides with me, I want to lose my energy so that I can be a NectarFlower without energy.

VenusFlower

* As a VenusFlower, if a bee collides with me, I want to “drain” energy from that bee so that I can be a VenusFlower.