

# Planning

This document contains our **requirements analysis** and **agile project management** details.

For our requirements analysis you will find a table of our user stories broken down into epics, given acceptance criteria, story points, and assigned to team member/s. The **Category** column is a shorthand name for the epic, which we use as the name of the epic tag on our Kanban in Gitlab. The **Story Points** are calculated based on an estimated **Value** to the user, and **Effort** in hours estimated to implement. The priority is then based on this final story point ranking as well as which user stories are prerequisites for other user stories to be implemented.

You can also find a **filterable list** at our google sheets provided [here](#).

Following this requirements analysis is a table of our estimated schedule of completion which showcases our user stories with assigned team members and the dates to be **fully tested, integrated, and implemented** in the codebase. The thicker border lines before Wednesday the 7<sup>th</sup> of July, Wednesday the 14<sup>th</sup> of July, and Friday the 16<sup>th</sup> of July show when check in meetings with the team are expected to occur based on the team member's schedules. The legend is **purple** for **writing initial tests**, **blue** for **implementing** in both the backend and frontend, and **green** for **integration and testing** (this is consistent across our Kanban).

Finally, our **meeting minutes** can be found in our Files tab in our Teams Channel, under our notebook.

Category	Epic	User stories	Acceptance criteria	Value	Effort	Story points	Priority	Assigned to
Battle	As a player, I want a variety of enemies that I can battle, so that I experience diversity and challenge in the game.	As a player, I want an understandable battle loop, so that I can learn the loop to strategise and beat the game.	When the character is within the battle radius of an enemy, a battle will trigger with all enemies in battle radius and all enemies in supporting radius  Starting from the character and their allies, each party involved in the battle takes turns attacking the other side  An enemy is defeated in battle when their health points reach 0, at this point they can no longer impact the battle  When all enemies are defeated in battle the character wins the battle and returns to the main game  When the character loses all their health they are defeated and the game is over  When the game is over a Defeat Screen is displayed and they are returned to the Main Menu	21	8	21	High Priority (MVP)	Dayyaan & Rani
		As a player, I want standard enemies in the game that deal low damage so that there are enemies that are easily defeated.	Slugs have a starting HP of 10.  Slugs deal damage of 5 HP.  Slugs have a one-tile battle and support radius.	13	5	13	High Priority (MVP)	Dayyaan & Rani
		As a player, I want enemies to randomly produce cards or items on defeat so that there are minor rewards received for killing enemies in battles.	There is a 20% chance that an enemy will produce an item when defeated.  The enemy will only drop a single item or card if it does so.  The item or card that is produced by the enemy will be randomised.  When the item or card is dropped, the player can add these items/cards to their collection.	21	13	13	Medium Priority	Dayyaan & Rani
		As a player, I want my character to have full HP and some quantity of gold when the game commences, so that I can survive the first few battles.	Character will have 100 HP when the game commences.  The quantity of starting gold will vary depending on the game mode.  In the standard mode, the starting gold is 100 pieces  In berserker mode, the starting gold is 50 pieces  In survival mode, the starting gold is 50 pieces  When the game commences, the inventory and deck of cards are empty.	8	3	8	High Priority (MVP)	Dayyaan & Rani
		As a player, I want different types of enemies to have different abilities so that there is variety in the enemy profile.	Zombies can transform allied soldiers into Zombies, who will then attack a player in battle  Vampires have a 90% chance of moving away from Campfires on the map.	8	21	5	Low Priority (Nice-to-have)	Dayyaan & Rani
		As a player, I want moderate enemies in the game that deal moderate damage so that there are enemies that are moderately difficult to defeat.	Zombies have a starting HP of 20.  Zombies deal damage of 10 HP.  Zombies have a two-tile battle radius but have no support radius.	8	8	3	Medium Priority	Dayyaan & Rani

Category	Epic	User stories	Acceptance criteria	Value	Effort	Story points	Priority	Assigned to
		As a player, I want strong enemies in the game that deal high damage so that winning battles are difficult.	<p>Vampires have a starting HP of 40.</p> <p>Vampires deal damage ranging from 5-10 HP.</p> <p>If the Vampires has bitten the player, they will deal an additional 1-5 damage within every 3-5 attacks</p> <p>Vampires have a two-tile battle and a three-tile support radius.</p>	8	8	3	Medium Priority	Dayyaan & Rani
Goals	As a player, I want goals for the game, so that I have a way to beat the game and guide how I should play.	As a user, I want to be able to explore the game world multiple times in a single game, so that I can strategise better ways to survive the map in each cycle.	<p>In each game, the player can complete an unlimited amount of cycles until they either win or lose the game.</p> <p>As part of the goals of a game, a minimum number of cycles need to be completed by the player before they can win.</p>	21	1	21	High Priority (MVP)	Dayyaan & Rani
		As a player I want to collect gold so I can complete gold-related goals.	<p>Gold can be collected by the player when selling items at the Hero's Castle, looting enemies, picking up off the ground, or by replacing old items or cards in a full collection.</p> <p>Gold will remain in the player's collection until it is used for purchases.</p> <p>In a game, as part of the set of goals that a player must achieve, there is a certain amount of gold that must be amassed.</p> <p>The amount of gold pieces collected (apart from purchases) will be a random number between 50-300 pieces.</p>	21	5	21	High Priority (MVP)	Dayyaan & Rani
		As a player, I want to have specific goals that I need to complete so that there is something challenging I can play towards.	<p>Goals will require the player to amass a certain quantity of gold and experience, and complete a specified number of cycles of the path.</p> <p>Gold goals will range between 3500 - 5000 gold needed</p> <p>XP goals will range between 300-450 XP needed</p> <p>Cycles will range between 50-75 cycles needed</p> <p>Players can see the amount of gold and experience currently amassed, and the number of cycles completed.</p> <p>When all goals are completed, the game has been won and the Victory screen will show</p>	21	8	21	High Priority (MVP)	Dayyaan & Rani
		As a player, I want to gain experience from defeating enemies and other actions during the game so that I can meet experience related goals.	<p>XP will increase for each enemy that is defeated. XP gained by defeating enemies will be proportional to the difficulty of defeating the enemy.</p> <p>Defeated Slugs give 2 XP.</p> <p>Defeated Zombies give 5 XP.</p> <p>Defeated Vampires give 10 XP.</p> <p>XP can be gained by discarding the equipment when the inventory is full and a new equipment is being added.</p> <p>XP can be gained by discarding the oldest card when the deck is full and a new card is being added.</p> <p>XP cannot be lost.</p>	21	5	21	High Priority (MVP)	Dayyaan & Rani

Category	Epic	User stories	Acceptance criteria	Value	Effort	Story points	Priority	Assigned to
		As a player, I want to be able to equip weapons so that I can defeat enemies faster.	<p>Weapons can be obtained through purchase at a shop, dropped by enemies or obtained by replacing old cards.</p> <p>The Character can equip a weapon that is in their inventory.</p> <p>The player can change the weapon that is equipped at any point in the game except for battles.</p> <p>When the weapon is equipped, it will increase the damage dealt to the enemy.</p> <p>During a battle, the player cannot change the weapon that is wielded.</p> <p>At most one weapon can be wielded by the Character.</p>	21	3	21	High Priority (MVP)	Branda
		As a player, I want a specific location on the map where I can buy and sell items so that I have an opportunity to refresh my inventory during a cycle.	<p>The map has a Hero's Castle that exists at the starting position of the Character.</p> <p>The Hero's Castle is a fixed building on the map.</p> <p>When the Character is at the Hero's Castle, they may buy and sell items.</p>	13	2	13	High Priority (MVP)	Branda
		As a player, I want different protective gear to provide different damage protection so that I can select the best protective gear that will minimise HP damage in a battle.	<p>Body Armour will halve the HP damage caused by attacks from any enemy.</p> <p>Shields will randomly lower attacks from all enemy types by 2 HP damage.</p> <p>Shields will also lower critical vampire attacks by 60%.</p> <p>Helmets will randomly lower attacks from all enemy types by 2 HP of their original attack.</p>	13	3	13	Medium Priority	Branda
		As a player, I want to be able to collect items through a variety of different methods so that I have many opportunities to change my inventory and use new items to my character's benefit.	<p>Items include battle-related items (weaponry, protective gear), consumables (health potions) and money (gold).</p> <p>Items can be dropped by enemies after they are defeated in battles. This will occur at random and drops are limited to one per enemy.</p> <p>Items can be purchased at the Hero's Castle.</p> <p>One item can be obtained by replacing the oldest card in a full deck.</p> <p>Gold and health potions can be picked up from ground when the player is in range of the item.</p> <p>Gold can be obtained by selling items at the Hero's Castle.</p> <p>Gold and health potions may spawn randomly on path tiles.</p>	21	5	21	High Priority (MVP)	Branda
		As a player, I want different weapons to cause different damages to enemies depending on the weapon type and the enemy type.	<p>Swords will cause 12 HP damage to each enemy type when wielded by the Character.</p> <p>Stakes will cause 20 HP damage to Vampires, but only 10 HP damage to all other enemy types.</p> <p>Staff will cause 8 HP damage to all enemy types.</p>	13	5	13	Medium Priority	Branda

Category	Epic	User stories	Acceptance criteria	Value	Effort	Story points	Priority	Assigned to
Items	As a player, I want items I can use, so that I can improve my character and survive to win the game.	As a player, I want to be able to sell items in my inventory for gold so that I can free up inventory space and use gold for purchases.	<p>Items are priced differently based on their function and rarity.</p> <p>Only items in the player's existing inventory can be sold.</p> <p>Items are sold at 50% their buy price in the shop</p> <p>When the item is sold, some quantity of gold is received and it is no longer in the player's inventory.</p>	13	5	13	Medium Priority	Branda
		As a player, I want to be able to use protective gear that can defend me from enemy attacks during battles so that I can minimise damage to my health.	<p>There are Armours, Shields and Helmets that can be used as protective gear.</p> <p>Protective gear can be obtained through purchase at a shop, dropped by enemies or obtained by replacing old cards.</p> <p>The Character can select protective gear from their inventory to wear.</p> <p>Multiple protective gear can be worn.</p> <p>The player can change the protective gear that is being worn at any point in the game except for battles.</p> <p>When protective gear is worn, it reduces the damage dealt to the enemy.</p> <p>During the battle, the player cannot change the protective gear that is worn.</p>	13	5	13	Medium Priority	Branda
		As a player, I want weapons that have special effects on my enemies (beyond being able to damage enemies) so that I can fight enemies in interesting ways.	<p>There is a Staff weapon that has the special ability of inflicting a trance with 30% probability.</p> <p>Enemies that are tranced turn into an allied soldier for a period of 8 battle turns and fights alongside the Character.</p> <p>If the trance ends for an enemy before the battle is over, the enemy reverts from an allied soldier back to an enemy.</p> <p>If the battle ends before the trance is over, the enemy dies.</p>	13	13	8	Low Priority (Nice-to-have)	Branda
		As a player, I want to be able to purchase new items with gold so that I can have new items to use in the next cycle.	<p>Items are priced differently based on their function and rarity.</p> <p>Items can only be purchased if there is room in the player's inventory.</p> <p>When the item is bought, gold is given to the shop.</p>	8	8	3	Medium Priority	Branda
		As a player, I want weapons that are effective at dealing damage to specific types of enemies so that I can equip the character with the most effective weapon in the battle.	<p>There is a Stake weapon that causes critical damage to Vampires.</p> <p>When the player wields the Stake, it causes 20 HP damage to the Vampire, but only 10 HP damage to all other enemy types.</p>	5	5	2	Low Priority (Nice-to-have)	Branda
		As a player, I want to have items that have attack and defense trade offs so that there is a level of difficulty in choosing what items to use in battles.	<p>When the Helmet is worn by the Character, the damage inflicted by the Character is reduced by 2 HP.</p> <p>When the Helmet is worn by the Character the damage inflicted by the Character is reduced by 2 points</p> <p>When the Staff is wielded by the character, by virtue of the Staff, it will only be able to deal 8 HP damage, but it can cause trances.</p>	3	5	2	Low Priority (Nice-to-have)	Branda

Category	Epic	User stories	Acceptance criteria	Value	Effort	Story points	Priority	Assigned to
		As a player, I want items to be priced differently based on their function and rarity so that I need to strategise which items I want in my inventory and how much gold I need to save.	<p>Rare items are 500% more expensive than commonly-found items.</p> <p>Weapons that cause higher damage to enemies are at least 300% more expensive than weaker weapons.</p> <p>Protective gear that are better at lowering enemy attacks are at least 300% more expensive than weaker protective gear.</p>	5	5	2	Low Priority (Nice-to-have)	Branda
		As a player, I want a limit on my inventory, so that I need to strategise about which items I want to keep.	<p>There is a limit of 20 items in the player's inventory.</p> <p>If the item being added to a full inventory is an equipment, the oldest unequipped equipment is automatically converted to additional gold and XP.</p> <p>The amount of gold received is 50% the item's price in the shop</p> <p>The amount of XP rewarded is equivalent to the amount of gold divided by 150</p> <p>If the inventory is not full, the character can add the item to their inventory.</p> <p>Each item in the inventory has a timestamp associated with it, where the timestamp corresponds to the time when the item was added to the player's inventory.</p> <p>When the item is equipped, it will reset the timestamp to when it was equipped.</p>	2	2	2	Low Priority (Nice-to-have)	Branda
		As a player, I want there to be rare items in the game that I can collect so that there are items with special abilities that are exciting to use.	<p>There is a Ring that is a rare item.</p> <p>If the Character has the Ring available in their inventory, they are able to respawn with full health if the Character is killed.</p> <p>After the Ring is used to respawn the Character, it is discarded.</p>	5	8	1	Low Priority (Nice-to-have)	Branda
		As a player, I want to have gear that are effective at defending attacks from specific types of enemies so that I know which protective gear is best worn to protect me against a group of enemies in a battle.	<p>Shields have a 60% chance of lowering critical Vampire attacks.</p> <p>Critical attacks by other enemy types are not affected.</p>	3	13	1	Low Priority (Nice-to-have)	Branda

Category	Epic	User stories	Acceptance criteria	Value	Effort	Story points	Priority	Assigned to
Buildings	As a player, I want ways to change the map, so that each loop is different and there are strategic advantageous to the different tiles on the path.	As a player, I want to have allies that can help me battle enemies so that it is easier for me to win battles and damage to my health is minimised.	Soldiers are produced by Barracks. Soldiers can join battles as an allied soldier. Soldiers have a starting HP of 20. Allies can deal damage of 5-10 HP to enemies. Allies are susceptible to attacks by enemies. Allies will disappear from battles as they are defeated by enemies. Allies do not have special abilities and cannot use items. If the player's party already has a maximum party size of 8, if a player passes the barracks when the party is full, an allied soldier will not be added. One soldier will join the player's party as an ally when the Character passes through Barracks.	8	13	5	Medium Priority	Tharini
		As a player, I want enemies to be susceptible to damage outside of battles so that there are fewer enemies I have to fight in battles.	There exists Traps which can deal damage to enemies outside of battles. There are Traps that can be placed on the path that will cause 15 HP damage to enemies that step on it. Enemies are considered to have stepped on a Trap when the sprite overlaps with the path tile that contains the Trap If enemies have a HP lower than 15 prior to stepping on the Trap, they will be killed If enemies have a HP higher than 15 prior to stepping on the Trap, they will survive with their health reduced Traps are a single-use Building and will be destroyed after damaging an enemy. One soldier will join the player's party as an ally when the Character passes through Barracks.	5	5	5	Medium Priority	Tharini
		As a player, I want enemies to spawn from different buildings and along the path so that there are always enemies I can battle in each cycle of the map.	Slugs will spawn randomly on path tiles at least three times during a cycle. One Zombie will spawn from each Zombie Pit on the first adjacent path tile for each cycle completed by the Character. One Vampire will spawn from each Vampire Castle on the first adjacent path tile for every five cycles completed by the Character.	13	5	13	High Priority (MVP)	Tharini
		As a player, I want buildings that produce enemies so that there are enemies to battle in each cycle and I can reap the rewards of defeating enemies.	Vampire Castles will produce a vampire every 5 cycles of the paths completed by the Character. Zombie Pits will produce a zombie for every cycle completed by the Character.	13	3	13	High Priority (MVP)	Tharini



Category	Epic	User stories	Acceptance criteria	Value	Effort	Story points	Priority	Assigned to
		As a player, I want to be able to create new buildings along the map so that I can customise the map to my strategic benefit.	<p>Cards, when placed on appropriate tiles, can be used to spawn the building corresponding to that card.</p> <p>The building sprite will appear on the tile that the building spawned.</p> <p>The cards must be available in the player's deck for it to be used.</p> <p>Once spawned, the building will remain on the tile permanently unless it is a single-use building (e.g. a Trap).</p> <p>The effects of a spawned building will take effect immediately.</p>	21	8	21	High Priority (MVP)	Tharini
		As a player, I want a limit on the number of cards in my deck so that I have to strategise where I want to place cards on the map for a personalised game experience.	<p>There is a limit of 10 cards in the player's deck.</p> <p>If a new card is being added to a full deck, the oldest card in the deck will be automatically converted to gold, XP, and/or potions.</p> <p>The card has a 40% chance of being converted into gold, XP, and a 20% chance of being converted to a potion</p> <p>If the card is converted into gold, the character will receive 100 pieces of gold</p> <p>If the card is converted into XP, the character will receive 20 XP</p> <p>If the card is converted into a potion, the character will receive one health potion in their inventory</p> <p>Upon adding this potion, if the characters inventory is full, the oldest item will be converted into gold/XP</p> <p>When a new card is added to the deck, it will have a timestamp associated with it, where the timestamp corresponds to the time when the card was added to the deck.</p>	5	2	2	Low Priority (Nice-to-have)	Tharini
		As a player, I want buildings that are able to support me in defeating enemies so that I don't have to rely solely on items in my inventory and allies for help.	<p>There are Traps that will deal 15 HP damage to enemies that step on it.</p> <p>There are campfires that will double the damage dealt by the Character if the Character is within the campfire's battle radius. The campfire's battle radius is three tiles.</p> <p>Towers have a shooting radius of three tiles and will attack enemies that are within this range. Towers will cause 2 HP damage to all enemy types.</p>	8	8	3	Medium Priority	Tharini
	As a player, I want to be able to	As a player, I want places on the map which heal me, so that I can passively survive by moving and strategically face enemies.	<p>The character can place down Village cards on the map which create Villages.</p> <p>When the Character visits a village they will regain 50 HP.</p> <p>Villages also heal allied soldiers to their full health.</p>	13	3	13	Medium Priority	Tharini



Category	Epic	User stories	Acceptance criteria	Value	Effort	Story points	Priority	Assigned to
Health	As a player, I want to be able to restore my health through different methods so that I don't die in battles and I can win the game.	As a player, I want items which heal me during and out of battle, so that I can choose when to heal and survive longer battles.	Players can use Health Potion items that will increase the Character's HP by 60.  Once the Health Potion is used, it disappears.  Health Potions can be obtained through purchase, looting, picking up off the ground, or by trading the oldest card.  Allied soldiers cannot use health potions.	13	5	13	Medium Priority	Branda
Game feature	As a player, I want to be able to select different game modes so that I can play the game with varying levels of difficulty and different strategies depending on the mode.	As a player, I want to a gamemode that forces me to play recklessly, so that I am forced to strategise in different ways.	There is a beserker mode that the player can select from the main screen.  In berserker mode, the player cannot purchase more than one piece of protective gear each time the character shops.	5	3	5	Low Priority (Nice-to-have)	Dayyaan & Rani
		As a player, I want a gamemode which forces me to be defensive and conservative, so that I am forced to strategise in different ways.	There is a survival mode that the player can select from the main screen.  In survival mode, the player can only purchase 1 health potion each time the character shops.  After beating the goals in survival mode, a victory screen will show.	5	3	5	Low Priority (Nice-to-have)	Dayyaan & Rani
Game feature	As a player, I want useful controls and clear visuals, so that I can accurately control the game and perform my decisions.	As a user, I want to see my character and enemy move around the map, so that I can see the interactions occur and identify when to pause the game.	The character sprite will periodically move along the path  The enemy sprite/s will periodically move along the path  Both characters and enemy sprites will move at one game tick  Slugs will have a 50% chance of moving one-tile up or down the path each game tick  Vampires will have a 50% chance of moving one or two tiles up or down the path each game tick  Zombies will have a 50% chance of moving or staying still  When Zombies move they have a 50% chance of moving one tile up or down the path	21	8	21	High Priority (MVP)	Dayyaan & Rani
			There is a user input which pauses the game when pressed  When the game is paused, all moving sprites and battles pause action  When the game is paused, the player can freely perform game actions, such as obtaining items, equipping items, using cards, etc  Pressing the same user input will restart the game  When the game is restarted, all moving sprites and battles continue action  When the game is restarted, the previous game state from during the pause carries over	13	5	13	High Priority (MVP)	Dayyaan & Rani
		As a user, I want to be able to escape and quit the game, so that I can take a break from playing or adjust settings.	There are options for the user to resume the game, quit the game, or change audio or visual settings  Quitting the game will close the game screen and cease game processes	1	1	1	Low Priority (Nice-to-have)	Tharini

Category	User stories	Story points	Priority	Assigned to	Sat, Jul 3	Sun, Jul 4	Mon, Jul 5	Tue, Jul 6	Wed, Jul 7	Thu, Jul 8	Fri, Jul 9	Sat, Jul 10	Sun, Jul 11	Mon, Jul 12	Tue, Jul 13	Wed, Jul 14	Thu, Jul 15	Fri, Jul 16	Sat, Jul 17	Sun, Jul 18	Mon, Jul 19
Items	As a player, I want to be able to collect items through a variety of different methods so that I have many opportunities to change my inventory and use new items to my character's benefit.	21	High Priority (MVP)	Branda																	
Items	As a player, I want a specific location on the map where I can buy and sell items so that I have an opportunity to refresh my inventory during a cycle.	13	High Priority (MVP)	Branda																	
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Items	As a player, I want different protective gear to provide different damage protection so that I can select the best protective gear that will minimise HP damage in a battle.	13	Just Medium Priority	Branda																	
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Items	As a player, I want weapons that are effective at dealing damage to specific types of enemies so that I can equip the character with the most effective weapon in the battle.	2	Low Priority (Nice-to-have)	Branda																	
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Items	As a player, I want there to be rare items in the game that I can collect so that there are items with special abilities that are exciting to use.	1	Low Priority (Nice-to-have)	Branda																	
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Battle	As a player, I want an understandable battle loop, so that I can learn the loop to strategise and beat the game.	21	High Priority (MVP)	Dayyaan & Rani																	
Battle	As a player, I want my character to have full HP and some quantity of gold when the game commences, so that I can survive the first few battles.	8	High Priority (MVP)	Dayyaan & Rani																	
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Battle	As a player, I want different types of enemies to have different abilities so that there is variety in the enemy profile.	5	Low Priority (Nice-to-have)	Dayyaan & Rani																	
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