

Epic Stories:

1. As a player, I want to be able to move in the field and trigger special effect, so that I can interact with the puzzle and be bounded to available path.
2. As a player, I want to be able to collect, pick up objects, so that I can have more abilities in the game and pleasure.
3. As a player, I want to be able to use special objects and have the chance to be killed (in doing so), so that I can have more challenge and fun.
4. As a player, I want to be able to achieve sub-goals, so that I can ultimately achieve the overall goal and eventually win the game.

User Stories:

Note: each story point is equivalent to 0.5 hours.

1: move and trigger special effect

ID	US1.1
Name	Player moves in the field
User-Story Description: As a player, I want to be able to move in the field, so that I can interact with the field. Acceptance Criteria: <ul style="list-style-type: none">- if an arrow key is pressed and the corresponding square is available, the player should move one square with the input direction.- if an arrow key is pressed, but the corresponding square is out of boundary of the field, the player should not move.	
Estimate for the implementation	2 user story point
Priority for the implementation	?

ID	US1.2
Name	Player gets blocked by a wall or a boulder

User-Story Description:

As a player, I want to be able to be blocked by walls and boulders, so that I get certain restrictions on my movement.

Acceptance Criteria:

- If the intended move of the player is blocked by a wall, the intended move will be rejected.
- If the intended move of the player is blocked by a boulder, and the displacement of the boulder will be blocked by a wall, an enemy or another boulder, the intended move will be rejected.
- If the intended move of the player is blocked by a boulder, and the displacement of the boulder will not be blocked by a wall, an enemy or another boulder, the player and the boulder should both move one square with the input direction.

Estimate for the implementation	4 user story point
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Priority for the implementation	?
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ID	US1.3
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Name	Exit
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User-Story Description:

As a player, I want to be able to be able to pass through exist, so that I can end the game.

Acceptance Criteria:

- If player reach through exist entity, jump to count goal page.

Estimate for the implementation	1 user story point
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Priority for the implementation	?
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2: collect, pick up objects

ID	US2.1
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Name	Player collects treasure into bag
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User-Story Description:

As a player, I want to be able to collect treasures, so that it increases the interestingness of the game.

Acceptance Criteria:

- If the player moves into a square containing a treasure and the spacebar is pressed, the treasure should be picked up by the player.
- After successful collection, the treasure disappears and the number of treasure collected should be increased by 1.
- Number of treasure collected against total number of treasure should be displayed at the top right corner all the times.

Estimate for the implementation	4 user story point
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Priority for the implementation	?
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ID	US2.2
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Name	Player collects unlit bomb bag
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User-Story Description:

As a player, I want to be able to collect bomb, so that I can use bomb later.

Acceptance Criteria:

- If the player moves into a square containing an unlit bomb, the bomb should be collected by the player.
- After successful collection, the unlit bomb should disappear and the number of unlit bombs collected increases by 1.
- Number of unlit bomb collected should be displayed at the top right corner all the times.

Estimate for the implementation	2 user story point
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Priority for the implementation	?
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ID	US2.3
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Name	Player picks up key on hand
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User-Story Description:

As a player, I want to be able to collect keys, so that I can open doors with these keys.

Acceptance Criteria:

- If the player has no key, moves into a square containing a key and the spacebar is pressed, the key will be picked up by the player.
- If the player has key, moves into a square containing a key and the spacebar is pressed, the key will not be picked up by the player.
- After successful collection, the key moves should move around with the player.

Estimate for the implementation

3 user story point

Priority for the implementation

?

ID

US2.4

Name

Player pickes up sword on hand

User-Story Description:

As a player, I want to be able to pick up swords, so that I kill the enemies.

Acceptance Criteria:

- If the player has no sword, moves into a square containing a sword and the spacebar is pressed, the sword should be picked up and shown.
- If the player has a sword, moves into a square containing a sword and the spacebar is pressed, the sword should not be picked up by the player.

Estimate for the implementation

2 user story point

Priority for the implementation

?

ID

US2.5

Name

Player drinks invincible potion

User-Story Description:

As a player, I want to be able to collect invincibility potions, so that I can be invincible for a certain amount of time.

Acceptance Criteria:

- If the player moves into a square containing an invincible potion and the spacebar is pressed, the invincible potion should be drank by the player.
- After successful drinking, the invincible potion should disappear.
- After successful drinking, the player should be wrapped by a protection layer for the next 10 seconds.

Estimate for the implementation	4 user story point
Priority for the implementation	?

3: Use objects and be killed (in doing so)

ID	US3.1
Name	Player drops bomb
<p>User-Story Description: As a player, I want to be able to drop bomb, so that I can explode enemy, myself and boulder.</p> <p>Acceptance Criteria:</p> <ul style="list-style-type: none">- If the player has an unlit bomb, moves into a square and the spacebar is pressed, the bomb should be dropped.- After successful dropping, the bomb should be lighted up and explode after 4 seconds.	
Estimate for the implementation	5 user story point
Priority for the implementation	?

ID	US3.2
Name	Player kills an enemy using a sword

User-Story Description:

As a player, I want to be able to kill enemies using a sword, so that I can be left with fewer enemies.

Acceptance Criteria:

- If the player has sword with one or more available hits and moves into a square containing an enemy, the enemy should be killed.
- After successful killing, the enemy should disappear and the number of enemy killed should be increased by 1.
- Number of enemy killed against total number of enemy should be displayed at the top right corner all times.

Estimate for the implementation

4 user story point

Priority for the implementation

?

ID

US3.3

Name

Player kills an enemy using invincibility potion

User-Story Description:

As a player, I want to be able to kill enemies after having an invincibility potion, so that I can be left with fewer enemies.

Acceptance Criteria:

- If the player drank invincible potion in less than 10 seconds ago and moves into a square containing an enemy, the enemy should be killed.
- After successful killing, the enemy should disappear and the number of enemy killed should be increased by 1.
- Number of enemy killed against total number of enemy should be displayed at the top right corner all times.

Estimate for the implementation

4 user story point

Priority for the implementation

?

ID

US3.4

Name

Player kills enemy using a lit bomb

User-Story Description:

As a player, I want to be able to kill enemies using a lit bomb, so that I can be left with fewer enemies.

Acceptance Criteria:

- If the player lights and drops a bomb, after 4 seconds, enemies immediately to the left, right, above or below should be destroyed.
- The enemies involved should disappear after their destruction.

Estimate for the implementation	3 user story point
Priority for the implementation	?

ID	US3.5
Name	Player destroys using a lit bomb
User-Story Description: As a player, I want to be able to clear the way using a lit bomb, so that I can be left with fewer blocks on the paths. Acceptance Criteria: <ul style="list-style-type: none">- If the player lights and drops a bomb, after 4 seconds, everything immediately to the left, right, above or below should be destroyed .- The things involved should disappear after its destruction.	
Estimate for the implementation	4 user story point
Priority for the implementation	?

ID	US3.6
Name	Player kills itself using a lit bomb
<p>User-Story Description: As a player, I want to have the possibility to accidentally kill myself by a lit bomb, so that I have more challenge involved.</p> <p>Acceptance Criteria:</p> <ul style="list-style-type: none"> - If the player lights and drops a bomb, after 4 seconds, enemies immediately to the left, right, above or below should be destroyed. - If the player without an invincibility is exploded, then the game should be ended. - A losing message should be displayed. 	
Estimate for the implementation	3 user story point
Priority for the implementation	?

ID	US3.7
Name	Player is killed by an enemy
<p>User-Story Description: As a player, I want to have the chance to be killed by an enemy, so that I have more challenge involved.</p> <p>Acceptance Criteria:</p> <ul style="list-style-type: none"> - If the player collides (be on the same square) with an enemy without a sword or without have an invincibility potion, the game should be ended. - A losing message should be displayed. 	
Estimate for the implementation	2 user story point
Priority for the implementation	?

4: achieve subgoals and goals to win the game

ID	US4.1
Name	Player achieves the goal
<p>User-Story Description:</p> <p>As a player, I want to be able to achieve the goal, so that I can win the game.</p> <p>Acceptance Criteria:</p> <ul style="list-style-type: none">- If the player completes a move (that is not to the exit), the achievement of sub-goals should be compared against the requirements. If the requirements have been fulfilled, then the game should be ended. A winning message should be displayed.- If the player arrives at the exit, the game should be ended. If the requirements have been fulfilled, a winning message should be displayed. Otherwise, a losing message should be displayed.	
Estimate for the implementation	4 user story point
Priority for the implementation	?