

# Epic Stories

1. As a player, I want to be able to move in the field, so that I can interact with the puzzle while be bounded to the available paths.
2. As a player, I want to be able to collect and pick up objects, so that I can have more abilities in the game and gain pleasure.
3. As a player, I want to be able to use special objects and also have the chance to be killed (in doing so), so that I can have more challenge in the game and gain fun.
4. As a player, I want to be able to achieve subgoals, 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 in the field

ID	US1.1
Name	Player moves in the field
User-Story Description: <i>As a player, I want to be able to move in the field, so that I can interact with the field.</i>  Acceptance Criteria: <ul style="list-style-type: none"><li>- If an arrow key is pressed, but the intended move of the player is blocked by a wall, the move should be rejected. No change should be displayed.</li><li>- If an arrow key is pressed, but the corresponding square is out of the boundary, the move should be rejected. No change should be displayed.</li><li>- If an arrow key is pressed and the corresponding square is available, the player should move one square with the input direction.</li></ul>	
Estimate for the implementation	7 user story points
Priority for the implementation	1

ID	US1.2
Name	Player pushes a boulder on a switch

User-Story Description:

*As a player, I want to be able to move boulders, so that I can rearrange the locations of the boulders.*

Acceptance Criteria:

- 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 and no change should be displayed.
- 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 nor another boulder, the player and the boulder should both move one square with the input direction.
- The number of switches toggled-on against the total number of switches should be checked when the player exits the dungeon.

Estimate for the implementation	6 user story points
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Priority for the implementation	2
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## 2. collect, pick up objects

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

*As a player, I want to be able to collect treasures, so that I can store them.*

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.
- If the player moves into a square containing a treasure and the spacebar is not pressed, the treasure should not be picked up by the player.
- After a successful collection, the treasure disappears and the number of treasure collected should be increased by 1.

Estimate for the implementation	5 user story points
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Priority for the implementation	13
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ID	US2.2
Name	Player picks up a sword
User-Story Description:  <i>As a player, I want to be able to pick up swords, so that I can increase my ability in the game.</i>  Acceptance Criteria: <ul style="list-style-type: none"> <li>- 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.</li> <li>- If the player has a sword, moves into a square containing a sword and the spacebar is pressed, the sword should be picked up by the player.</li> <li>- After a successful collection, the sword should move around with the player.</li> <li>- The number of invincible moves left should be displayed at the bottom of the screen all the times.</li> </ul>	
Estimate for the implementation	7 user story points
Priority for the implementation	5

ID	US2.3
Name	Player drinks invincible potion
User-Story Description:  <i>As a player, I want to be able to collect invincibility potions, so that I can increase my ability in the game.</i>  Acceptance Criteria: <ul style="list-style-type: none"> <li>- If the player drank the invincible potion within 15 moves, moves into a square containing an invincible potion and the spacebar is pressed, the invincible potion should be drunk by the player.</li> <li>- If the player did not drink the invincible potion within 15 moves, moves into a square containing an invincible potion and the spacebar is pressed, the invincible potion should be drunk by the player.</li> <li>- After successful drinking, the invincible potion should disappear and the player should be invincible for the next 15 moves.</li> </ul>	

<ul style="list-style-type: none"> <li>- The number of invincible moves left should be displayed at the bottom of the screen all the times.</li> </ul>	
Estimate for the implementation	7 user story points
Priority for the implementation	7

ID	US2.4
Name	Player picks up a key
<p>User-Story Description:</p> <p><i>As a player, I want to be able to collect keys, so that I can store them for later use.</i></p> <p>Acceptance Criteria:</p> <ul style="list-style-type: none"> <li>- 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.</li> <li>- If the player has a key, moves into a square containing a key and the spacebar is pressed, the key will not be picked up by the player.</li> <li>- If the player moves into a square containing a key and the spacebar is not pressed, the key will remain in the square.</li> <li>- After a successful collection, the key should move around with the player.</li> <li>- The ID of the key currently held by the player should be displayed at the bottom of the screen all the times.</li> </ul>	
Estimate for the implementation	6 user story points
Priority for the implementation	9

ID	US2.5
Name	Player collects an unlit bomb

User-Story Description:  <i>As a player, I want to be able to collect unlit bombs, so that I can store them for later use.</i>  Acceptance Criteria: <ul style="list-style-type: none"> <li>- If the player moves into a square containing an unlit bomb, the bomb should be collected by the player automatically.</li> <li>- After a successful collection, the unlit bomb should disappear and the number shown of unlit bombs collected increases by 1.</li> <li>- The number of unlit bombs collected should be displayed at the bottom of the screen all the times.</li> </ul>	
Estimate for the implementation	5 user story points
Priority for the implementation	11

### 3: use objects and be killed (in doing so)

ID	US3.1
Name	Player is killed by an enemy
User-Story Description:  <i>As a player, I want to have the chance to be killed by an enemy, so that I can have more challenges involved.</i>  Acceptance Criteria: <ul style="list-style-type: none"> <li>- If the player is not using the potion, all enemies should constantly move toward the player (at 1 square per second).</li> <li>- If the player is using the potion, all enemies should constantly move away from the player (at 1 square per second).</li> <li>- If the player collides (be on the same square) with an enemy without a sword or without using an invincibility potion, the game should end and a losing message should be displayed.</li> </ul>	
Estimate for the implementation	5 user story points
Priority for the implementation	4

  

ID	US3.2
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Name	Player kills an enemy using a sword
User-Story Description:  <i>As a player, I want to be able to kill enemies using a sword, so that I can be left with fewer enemies.</i>  Acceptance Criteria: <ul style="list-style-type: none"> <li>- If the player has a sword with one or more available hits and moves into a square containing an enemy, the enemy should be killed automatically.</li> <li>- After a successful killing, the enemy should disappear and the number of enemies killed should be increased by 1.</li> <li>- The number of enemies killed against the total number of enemies should be displayed at the top right corner at all times.</li> <li>- Each sword has 5 hits after pick up, sword disappears when all hits used up.</li> </ul>	
Estimate for the implementation	7 user story points
Priority for the implementation	6

ID	US3.3
Name	Player kills an enemy using invincibility potion
User-Story Description:  <i>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.</i>  Acceptance Criteria: <ul style="list-style-type: none"> <li>- If the player drank the invincible potion in less than 15 moves ago, and moves into a square containing an enemy, the enemy should be killed.</li> <li>- After a successful killing, the enemy should disappear and the number of enemies killed should be increased by 1.</li> <li>- The number of enemies killed against the total number of enemies should be displayed at the top right corner all times.</li> </ul>	
Estimate for the implementation	7 user story points
Priority for the implementation	8

ID	US3.4
Name	Player unlocks a door
<p>User-Story Description:</p> <p><i>As a player, I want to be able to unlock doors with keys, so that it increases the interest of the game.</i></p> <p>Acceptance Criteria:</p> <ul style="list-style-type: none"> <li>- If the player moves into a square containing an unlocked door, the door should remain unlocked.</li> <li>- If the player moves into a square containing a locked door and the player does not have a key, the door should remain locked.</li> <li>- If the player moves into a square containing a locked door and the player have the mismatched key (i.e. the ids do not match), the door should remain locked.</li> <li>- If the player moves into a square containing a locked door, and the player has the matched key (i.e. the ids match), that door should open.</li> <li>- After successful matching, the key should disappear and the locked door is replaced as unlocked and opened.</li> </ul>	
Estimate for the implementation	10 user story points
Priority for the implementation	10

ID	US3.5
Name	Player drops bomb

User-Story Description:

*As a player, I want to be able to drop bombs, so that I can kill enemies and clear the paths.*

Acceptance Criteria:

- If the player has an unlit bomb, moves into a square and the “B” is pressed, the bomb should be dropped.
- After dropping, the bomb should be lighted up immediately and then explode after 4 moves.
- If enemies and boulders are in the 4 adjacent squares, they should be killed or destroyed when the bomb explodes, then the enemies and boulders involved should disappear.
- If the player is in the adjacent 4 squares, they should be killed or destroyed when the bomb explodes. Then, the game should end and a losing message should be displayed.

Estimate for the implementation	9 user story points
Priority for the implementation	12

#### 4: achieve subgoals and goals to win the game

ID	US4.1
Name	Player achieves the goal

User-Story Description:

*As a player, I want to be able to achieve all subgoals required, so that I can win the game.*

Acceptance Criteria:

- After each time the player moves, subgoals of the round are checked and displayed. These subgoals may include and are limited to getting to an exit, destroying all enemies, having a boulder on all floor switches and collecting all treasure.
- If the player arrives at the exit, and the goal requirements have been fully fulfilled, a winning message should be displayed.
- If the player arrives at the exit, and the goal requirements have not been fully fulfilled, a losing message should be displayed.



- If the player is not at the exit, but all goal requirements have been fulfilled, then the game should end and a winning message should be displayed.

Estimate for the implementation	8 user story points
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Priority for the implementation	3
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