

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 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 have also 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">- 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.- 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.- If an arrow key is pressed and the corresponding square is available, the player should move one square with the input direction.	
Estimate for the implementation	7 user story points
Priority for the implementation	1

ID	US1.2
Name	Player push 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.
- If the square boulder is moving into, has a switch, the number of switches toggled-on should increase by 1.
- If the boulder is moved out of square contain switch, the number of switches toggled-on should decrease by 1.
- The number of switches toggled-on against total number of switches should be displayed at the top right corner all the times.

Estimate for the implementation	6 user story points
Priority for the implementation	2

2. collect, pick up objects

ID	US2.1
Name	Player pickes up a sword

User-Story Description:

As a player, I want to be able to pick up swords, so that I can increase my ability in the game.

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.
- After successful collection, the sword should move around with the player.

Estimate for the implementation	7 user story points
Priority for the implementation	5

ID	US2.2
Name	Player drinks invincible potion
<p>User-Story Description:</p> <p><i>As a player, I want to be able to collect invincibility potions, so that I can increase my ability in the game.</i></p> <p>Acceptance Criteria:</p> <ul style="list-style-type: none"> - If the player drank the invincible potion within 10 seconds, moves into a square containing an invincible potion and the spacebar is pressed, the invincible potion should not be drunk by the player. - If the player did not drank the invincible potion within 10 seconds, moves into a square containing an invincible potion and the spacebar is pressed, the invincible potion should be drunk by the player. - After successful drinking, the invincible potion should disappear and the player should be wrapped by a protection layer for the next 10 seconds. 	
Estimate for the implementation	7 user story points
Priority for the implementation	7

ID	US2.3
Name	Player pickes 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"> - 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. 	

<ul style="list-style-type: none"> - If the player, moves into a square containing a key and the spacebar is not pressed, the key will remain in the square. - After successful collection, the key should move around with the player. 	
Estimate for the implementation	6 user story points
Priority for the implementation	9

ID	US2.4
Name	Player collects an unlit bomb
<p>User-Story Description:</p> <p><i>As a player, I want to be able to collect bombs, so that I can store them for later use.</i></p> <p>Acceptance Criteria:</p> <ul style="list-style-type: none"> - If the player moves into a square containing an unlit bomb, the bomb should be collected by the player automatically. - After successful collection, the unlit bomb should disappear and the number shown of unlit bombs collected increases by 1. - The number of unlit bomb collected should be displayed at the top right corner all the times. 	
Estimate for the implementation	5 user story points
Priority for the implementation	11

ID	US2.5
Name	Player collects treasure

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.
- Treasure image disappear after success collect.
- After successful collection, the treasure disappears and the number of treasure collected should be increased by 1.
- The number of treasure collected against total number of treasure should be displayed at the top right corner all the times.

Estimate for the implementation	5 user story points
Priority for the implementation	13

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 challenge involved.</i>	
Acceptance Criteria:	
<ul style="list-style-type: none">- If player is not using potion, all enemies should constantly move toward the player (at 1 square per second) .- If player is using potion, all enemies should constantly move away from the player (at 1 square per second) .- 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.	
Estimate for the implementation	5 user story points
Priority for the implementation	4

ID	US3.2
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"> - If the player has sword with one or more available hits and moves into a square containing an enemy, the enemy should be killed automatically. - After successful killing, the enemy should disappear and the number of enemy killed should be increased by 1. - The number of enemy killed against total number of enemy should be displayed at the top right corner at all times. - Each sword has 5 hit after pick up, sword disappear when all hit used up. 	
Estimate for the implementation	7 user story point
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"> - 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	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 interestingness of the game.</i></p> <p>Acceptance Criteria:</p> <ul style="list-style-type: none"> - If the player moves into a square containing an unlocked door, door should remain unlocked. - If the player moves into a square containing a locked door and the player does not have a key, the door should remain locked. - 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. - If the player moves into a square containing an locked door, and the player have the matched key (i.e. the ids match), that door should open(change to open image). - After successful matching, the key should disappear and the locked door be replaced as unlocked and opened. 	
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 bomb, 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 seconds.
- After dropping, the bomb image changes its look with a shorter and shorter fuse on every second (i.e. 1, 2 and 3 seconds after dropping).
- After dropping, the bomb should explode and change its look to a blaze (i.e. 4 seconds after dropping).
- 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: <i>As a player, I want to be able to achieve all subgoals required, so that I can win the game.</i> Acceptance Criteria: <ul style="list-style-type: none">- 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 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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