

# Acceptance Criteria

## Acceptance Criteria 1:

user stories: **As a Player, I want to start a new game session**

acceptance criteria:

- In the initial menu digit “newGame” in the command line of the application.
- Display “Enter player name:”.
- Entering the name of the player.
- The game starts and a scenery appears .

## Acceptance Criteria 2:

user stories: **As a Player, I want to load a pre-saved game session**

acceptance criteria:

- In the initial menu digit “loadGames” and the name of the saved game that you want to load in the command line of the application.
- If the saved game exists, display the saved game scenery.
- if the game doesn’t exist, display “no game saved”.

## Acceptance Criteria 3:

User Stories: **As a Player, I want to save the progress of a game session**

Acceptance Criteria:

- During the game session, digit the command “save” in the command line of the application.
- Display “Enter game name”.
- Enter the name of the game that you want to save in the command line of the application.
- Display “Game saved”.
- Game saved in cloud.

## Acceptance Criteria 4:

User stories: **As a Player, I want to have command prediction on my terminal so that I can write faster**

Acceptance Criteria:

- Press 'Tab' on your keyboard during a game session.
- Display a list of the possible executable commands.
- Write a command suggestion on the command line of the application.
- Press 'Enter' on the keyboard to execute the suggested command.

## Acceptance Criteria 5:

User stories: **As a Player, I want to move through the rooms of the map, so that I can explore the map and find the boss**

Acceptance Criteria:

- During a game session, not in the initial menu, digit the command "move" and a direction between "north, south, east or west" in the command line of the application.
- Display "Sorry, you can't pass here, you need a key!" if the allowed directions require a key.
- Display the room description of the next room if the entered direction is allowed.
- Doing this until you find the Boss Room.

## Acceptance Criteria 6:

User stories: **As a Player, I want to fight with an enemy so that I can defeat it and get its items**

Acceptance Criteria:

- During a game session, not in the initial menu, digit the command "fight" in the command line of the application.
- Display "No monster to fight!" if the current part of the map doesn't have a monster.
- Display the default dialog of the monster if the current part of the map has a monster.
- Digit "attack, dodge or use" in the command line of the application to attack or dodge an incoming monster attack.
- Display the result of the attack or the dodge.
- Continue the fight until the player or the monster dies.

- Display “ Fight finished! You won! Take the monster’s loot!”.
- Digit the command “look” and “pick (name item)” to take the drop of the monster.

## Acceptance Criteria 7:

User stories: **As a Player, I want to find keys so that I can open doors to other rooms**

Acceptance Criteria:

- Digit “look” in the command line of the application.
- Display the list of the items in the current room.
- Look if there’s a key inside it and digit the command “pick (name of the key)” to take it.
- Display “Item is now in your inventory”.
- Digit “move (direction)” to a direction previously blocked by the key to move in the entered direction.

## Acceptance Criteria 8:

User stories: **As a Player, I want to have an inventory, so that I can manage my items**

Acceptance Criteria:

- Digit “show inventory” in the command line of the application.
- Display a list of items in your inventory.
- Digit “drop (item in the inventory)” to drop an item.
- Display “You dropped the item (name of the item)”.
- Digit “equip (item in the inventory)” to equip an item.
- Display “You equipped (name of the item)”.
- Digit “use (item in the inventory)” to use an item.
- Display “You used (name of the item)”.

## Acceptance Criteria 9:

User stories: **As a Player, I want to find different items so that I can have the power to defeat the boss and win the game**

Acceptance Criteria:

- Digit “look” in the command line of the application.
- Display different types of items.
- Defense Items, Attack Items, Usable Items.
- Player can improve his equipment with powerful items through the path for the final boss.
- After beating the final boss the player wins and the game ends.

## Acceptance Criteria 10:

User stories: **As a Player, I want to be able to use items of different type so that I can improve my stats**

Acceptance Criteria:

- Digit “show inventory” in the command line of the application.
- Display the inventory of the player.
- Player can use some items in his inventory with the command “use” and get the additional stats of the used Item.

System Test Report	Summary	Pre-Condition	Expected Result	Execution	Actual Result	
Criteria	Creation, Loading and Saving of Games					Status
Start a new Game	System starts a new Game after the command "newGame".	Command can be executed only in the start menu.	A new playable game starts and the player has to enter his name.	Digit "newGame" in the application command line.	System creates a new Game and asks the player to insert his name.	TEST PASSED
Load a Game	System takes a saved game and loads it to be played after the command "loadGames" and the name of the game.	Command can be executed only in the start menu and if there's a saved game.	System takes the saved game and loads it into the application's actual game.	Digit "loadGames" and the name of the saved game in the application command line	System takes the saved game in the cloud or in the local memory and loads it in the current game session.	TEST PASSED
Save the current Game	System takes the current Game and saves it after the command "save".	Have started a new Game to be saved.	System has to save the game in a JSON file loaded in cloud or local memory.	Digit "save" and after that the System asks a name for the save.	System serializes the current game in a JSON file and saves it in cloud or local memory.	TEST PASSED

System Test Report	Summary	Pre-Condition	Expected Result	Execution	Actual Result	
Criteria	Other Commands					Status
Command Prediction	Features that speed up the use of the commands with suggestions. Pressing TAB for this feature.	None.	The System shows all the suggestions for the possible command.	Press TAB on the keyboard.	The System shows suggestions for the possible commands that the player can use.	TEST PASSED
Move in the Map	The System changes the current "room" of the game, if possible, after digit "move" and a direction.	Have a current Game in progress.	The System changes the current "room" and the player has new things to do.	Digit "move" and the directions between north, south, west and east.	The System changes the current "room" of the game if permitted .	TEST PASSED

System Test Report	Summary	Pre-Condition	Expected Result	Execution	Actual Result	
Criteria	Fighting and Item's managing					Status
Fighting	Player fight with the monster of the current room with different commands.	Have a current Game in progress. Have a monster to fight.	System starts a Fight and give the player to choose from different actions: Attack, Dodge, Use and Run.	Digit "fight" in the command line and "attack", "dodge", "run" and "use (item name)" to advance in the game.	The fight starts and the player can fight with the monster of the "room" until the player or the monster dies.	TEST PASSED
Take Monster drops and keys for unlock new "room"	After a successful fight, the player using command "look" can find the drops of the monster and keys for unlocking "rooms".	Have a current Game in progress. Have killed a monster.	System shows the dropped Items and the current Items in the "room" that the player can get.	Digit "look" in the command line to look for the items in the room and digit "pick (item name)" to add it to the inventory.	System shows a list of possible pickable items that the player can add to his inventory. If the items are keys, new directions become unlocked.	TEST PASSED
Managing the player inventory	Player can manage his inventory. He can drop, pick, use or equip Items.	Have a current Game in progress. Have available items.	System add or drop the items from the inventory to the "room" and vice versa. Or upgrade the player stats with equipment and usable items.	Digit "show inventory" to look for the items in the inventory. Digit "drop (item)", "pick (item)", "use (item)", or "equip (item)".	System add or drop the items from the inventory to the "room" and vice versa. Or upgrade the player stats with equipment and usable items.	TEST PASSED

