

MOSCOW analysis and requirements

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MoSCoW

A MoSCoW list will be used to further elaborate and show exactly what we plan to have in Empires of Ages

Must-Have

- 2D graphics
- 1 enemy while playing
- Game controls of top-down click and drag-style
- 1 Map
- Gold resources
- Stone resources
- Food resources
- Wood resources
- Stats display
- The ability to create extra villagers
- The ability to create military
- The ability to upgrade
- Ability to attack
- Ability to grind
- Ability to create farm, buildings, barrack
- Factions with same units

Should Have

- 2 or more factions (based on real nations)
- Factions with their own units
- Animations
- Mirroring animations depends on the movement
- Start and quit button on the menu
- Fixed capacity resources (disappears if it is empty)
- Armor
- More than 1 type of soldier

Could Have

- Multiple playable factions
- Wild animals
- Weather
- Time of day
- Fishing and boats
- AI enemy

Won't Have

- One campaign
- Multiplayer
- More than 1 campaign

- 3D graphics
- Realistic graphics

Required sources, frameworks

Monogame

Monogame extended

Visual Studio 2019 is recommended (2022 version cannot work properly with Monogame)

.NET desktop development

.NET cross-platform development