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