

## Definition of Done for User Stories

### **Sprint 1 User stories:**

*As a developer, I want to get acquainted with Unity in order to create a mobile game.*

#### Acceptance Criteria:

- ☐ Download Unity
- ☐ Watch a couple of Unity videos

#### Definition of Done:

- ☐ Meet and tell the group what you learned and what you researched

*As a player, I want to see simple art design and menu features to see the framework of the game.*

#### Acceptance Criteria: View simple art design and menu features

- ☐ View a character
- ☐ View a background
- ☐ View obstacles
- ☐ View main menu
- ☐ View start button on main menu
- ☐ Make fuel tank design
- ☐ Make main menu design
- ☐ Make simple character design
- ☐ Make simple obstacle design

#### Definition of Done: View conceptual art designs for the game

- ☐ Files checked into Github
- ☐ All the acceptance criteria has been completed
- ☐ Every team member reviews and accepts the artwork

### **Sprint 2 User stories:**

*As a player, I need to see a main menu so that I can start the game.*

#### Acceptance Criteria:

- ☐ View main menu
- ☐ View start button
- ☐ Script for start button so that it starts the game

#### Definition of Done:

- ☐ Code checked into Github
- ☐ Code follows coding standard
- ☐ All the acceptance criteria has been completed
- ☐ Code runs without errors
- ☐ Every team member reviews and accepts the code

*As a player, I need to see the character and obstacles so that I can play the game.*

#### Acceptance Criteria:

- ☐ Make the character design
- ☐ Make an obstacle design
- ☐ View character design in game
- ☐ View obstacle design in game

Definition of Done:

- ☐ Files checked into Github
- ☐ All the acceptance criteria has been completed
- ☐ Every team member reviews and accepts the designs

*As a player, I want to move the character so that I can collect fuel tanks.*

Acceptance Criteria:

- ☐ Slug can move in the game
- ☐ Slug moves by touching the Android phone
- ☐ Slug moves left and right
- ☐ Test the script

Definition of Done:

- ☐ Code checked into Github
- ☐ Code follows coding standard
- ☐ All the acceptance criteria has been completed
- ☐ Code runs without errors
- ☐ Every team member reviews and accepts the code

*As a tester, I want to see a moving background so that it looks like the player is moving.*

Acceptance Criteria:

- ☐ View background in game
- ☐ Background moves when the game is playing
- ☐ View the character and obstacles in the moving background
- ☐ Obstacles move with the background
- ☐ Test the script

Definition of Done:

- ☐ Code checked into Github
- ☐ Code follows coding standard
- ☐ All the acceptance criteria has been completed
- ☐ Code runs without errors
- ☐ Every team member reviews and accepts the code

**Sprint 3 User stories:**

*As a player, I would like a script to instantiate new objects so I can avoid obstacles.*

Acceptance Criteria:

- ☐ Multiple objects appear in game
- ☐ Obstacles are instantiated when game starts
- ☐ Obstacles respawn as game progresses
- ☐ Test the script

Definition of Done:

- ☐ Code checked into Github
- ☐ Code follows coding standard
- ☐ All the acceptance criteria has been completed
- ☐ Code runs without errors
- ☐ Every team member reviews and accepts the code

*As a player, I would like a script for math questions so that I can solve math problems.*

Acceptance Criteria:

- ☐ Script to make math problems
- ☐ View math problems in game
- ☐ Can solve math problems in the game
- ☐ Game progresses after math problems are solved

Definition of Done:

- ☐ Code checked into Github
- ☐ Code follows coding standard
- ☐ All the acceptance criteria has been completed
- ☐ Code runs without errors
- ☐ Every team member reviews and accepts the code

*As a player, I would like collision for obstacles and the players so that I have a reason to avoid obstacles.*

Acceptance Criteria:

- ☐ Character decreases health when it collides with obstacles
- ☐ Character increases health when it collides with fuel tank
- ☐ Health is displayed on screen
- ☐ Effects of the collisions are displayed on the screen

Definition of Done:

- ☐ Code checked into Github
- ☐ Code follows coding standard
- ☐ All the acceptance criteria has been completed
- ☐ Code runs without errors
- ☐ Every team member reviews and accepts the code

*As a player, I would like sound effects and music so the game is more enjoyable and aesthetically pleasing.*

Acceptance Criteria:

- ☐ Sound effects are heard in game
- ☐ Sound effects are heard when collisions happen
- ☐ Sound effects are heard when character dies
- ☐ Sound effects are heard in main menu screen

Definition of Done:

- ☐ Code checked into Github
- ☐ Code follows coding standard
- ☐ All the acceptance criteria has been completed
- ☐ Code runs without errors
- ☐ Every team member reviews and accepts the code

*As a player, I would like a design for the gas tanks and other objects so I can experience and original game.*

Acceptance Criteria:

- ☐ Final design for gas tank is made
- ☐ Final gas tank design is in game
- ☐ Final obstacle design is made
- ☐ Final obstacle design is present in game
- ☐ Final background design is in game

Definition of Done:

- ☐ Files checked into Github
- ☐ All the acceptance criteria has been completed
- ☐ Every team member reviews and accepts the designs