

Product Name: Rocket Slug
Team Name: Team Rocket
Release Name: Rocket Slug
Release Date: July 25, 2017
Revision Number: 1.0.0
Revision Date: July 24, 2017

Description:

Android game application where the player takes control of a slug traversing upwards through the sky with a rocket that requires fuels while avoiding obstacles and collecting fuel tanks which consists of a math problem that if answered correctly will refuels the rocket.

High level goals:

- [1] Play 1 complete level with functional controls (**Highest Priority**)
- [2] Randomly generated math problems
- [3] Main Menu (**Lowest Priority**)

- Sprint 1 User stories:

- (5) As a player, I want to be able to view conceptual art designs for the game so I can see the game I am playing
(**Highest priority** associated with High level goals: [1] [3])

- Sprint 2 User stories:

- (13) As a player, I want to be able to control the slug so I can be able to play the game itself
(**Highest priority** associated with High level goals: [1])
- (13) As a player, I want to be able to avoid oncoming obstacles so I can be able progress through the game
(associated with High level goals: [1])
- (13) As a player, I want to be able to collect fuels so I can be able to progress through the game
(associated with High level goals: [1])
- (13) As a player, I want to be able to answer the randomly generated math problems so I can progress through the game
(**Lowest priority** associated with High level goals: [2])

- Sprint 3 User stories:

- (8) As a player, I want to be able to view finalized art designs for the game so I can see the game I am playing
(**Highest priority** associated with High level goals: [1])

- (8) As a player, I want to be able to hear music and sound effects in the background so I can hear what game I am playing
(Lowest priority associated with High level goals: [1])

Product backlog:

- Custom Math Problem Editor: allow player to add custom math problems to the game
- Additional levels
- Additional Obstacles/Slug etc.
- Visual representation of timer
- Fix the timer to work with seconds