






Project Requirements

Legend and additional information:

P: Priority (in number: 1; 2; 3 or as symbols   )

S: Stability





























C: Complexity (when high might need to divide smaller tasks)

R: {P, S, C} 'calculated' risk (number or symbol)  

















Project Leader: Prof. Dr. Jürgen Eckerle

Team: Flückiger, Quentin & Graf, Benjamin

Table

No.	Short Description	Status	P	S	C	R	Source	Date	Goal
1	Planet discovery								
1.1	Discover the planet.	Planned					Team	2018-02-21	1
1.2	Discover other planets.	Planned					Team	2018-02-21	1
1.3	Progression memory	Planned					Project leader	2018-02-21	1
2	Reason for discovery								
2.1	Reason for discovery	Planned					Project leader	2018-02-21	1, 2, 4
3	Obstacles hindering the discovery								
2.1	Intelligent Agent	Planned					Project leader	2018-02-21	3
2.2	Environment	Planned					Team	2018-02-21	3, 4
4	Gathering								
2.1	Gathering items	Planned					Team	2018-02-21	4, (3)

Description

1	Planet discovery	P	S	C	R
1.1	Discover the planet As the team we want to create an environment that allows the player to discover a planet.	P 	S 	C 	R 
1.2	Discover other planets As the team we want to have multiple planets.	P 	S 	C 	R 
1.3	Progression memory As the project leader I want the program to remember the progression of my game so that if the player comes back the game is in the same state as he left.	P 	S 	C 	R 
2	Reason for discovery	P	S	C	R
2.1	Reason for discovery As the project leader I want the user(s) to have a reason to discover the planet(s).	P 	S 	C 	R 
3	Obstacles hindering the discovery	P	S	C	R
3.1	Intelligent Agents	P 	S 	C 	R 

As the project leader, I want the game to have intelligent agents, which make the progress of the player a little bit harder, so he has a bigger feeling of accomplishment when he succeeds.

3.2 **Environment**

P ↑ S → C → R ↗

As the team, we want the world to have non-living obstacles, which the player has to overcome to succeed, so that the game is a bit more engaging for the player.

4 **Gathering**

P S C R

4.1 **Gathering Items**

P ↓ V ↓ K ↓ R ↓

As the team, we want the player to be able to gather items, which he can use at a later point in time, so he can unlock previously inaccessible areas.