B.U.B.O.L.O. Sprint 1 Requirements

CS673 Clone

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Threshold Requirements:

The system shall have a splash loading screen.

The system shall have a start screen that will allow the user to begin a new game.

The system shall have a game screen that displays a tank upon a grassy field.

The system shall have a map data structure to store map information.

The system shall have a data type to contain tile modifier information.

Stretch Requirements:

A working network prototype is developed.

One terrain modifier is implemented into the game.

The tank can move.

Sound and/or music is added to the game.

Implementation of any stationary elements.

Organization:

The team organization for sprint 1 will include three sub-teams one focusing on GUI/Splash screen implementation, one creating data structures, and the final creating the graphics or printing functions of the game.