Features

- Route : Getting from the Engineering Building to the Hill
    - The player's goal is to be able to finish tasks and assignments for the week in order to be able to party for the weekend
- Player can move left, right, and jump
    - When the player presses left and moves left, when they press right they move right
    - When the player presses space the character jumps
- Levels (more details in separate doc)
    - Level 1: get out of EC
    - Level 2: get through DUAN
        - At the end can choose whether to go to ATLS or NORLIN
    - Level 3.1: get through ATLS
        - Go to UMC or ELK
    - Level 3.2: get through NORLIN
        - Go to Norlin Quad or ELK
    - Bonus level: ELK
        - Go to UMC
    - Level 4.1: Get through UMC
        - Go to Hill
    - Level 4.2: Get through Norlin quad
        - Go to Hill
    - Final level: Get through Hill
- Bonus Items
    - Complete a minor -> bonus items
        - Ex: complete Aerospace minor and get rockets (double jump), or physics
    - Place in buildings that are hard to get through
- Avoid the cult (resurrection church) trying to recruit you under the bridge to the hill
    - Pro: They have cookies
    - Con: still a cult
- Time score
    - Will also account for how long it took the player to complete the level

Feature	Functional	Non-Functional
F1: A route through CU's campus	The scoring will be based on time taken through level, items collected.	We will implement use of the system clock to track the user's time
F2: User will control the player through keyboard input	The user should be able to use their keyboard to control the player through the level	We will use Unity libraries to control the player
F3: Levels	The player's goal is to get from the Engineering Building to the Hill and to get through the Hill	We will use Unity level builders to build each of our levels
F4: Bonus Items	The player can get bonus items that will give powers to them	Design secret bricks, exits, or routes using Unity
F5: Avoid the cult	There will be a cult that tries to recruit the player, they're typically found under the bridge to the hill	These will be built like enemies like koopa troopas or goombas from super mario world
F6: Time score	The player will have a time limit for how long they can take to finish the game	(Time limit - time taken) * special things = time score

User Story 1
As a player I need to be able to log into our game and try to get from the Engineering Building to the Hill and also be able to get through the Hill as the final level.

- Log in to portal and have saved game
- Navigate a main menu that allows me to select play game or view scores

User Story 2
As a player I need to be able to move around the levels,using a keyboard, in order to complete them and move on to the next level.

- Move either left or right using the “a” and “d” keys.
- Jump using the “w” key.
- Crouch using the “s” key or the “shift key”, the player can hit either and choose what he/she would like to shift with.

User Story 3
As the player I want to play fun and interesting levels. The levels will translate the feeling of going through CU campus.

- Levels designed after CU campus.
- Levels will allow the player to choose a path that best fits their game play style.

User Story 4
As a player I want to be able to gain boosters that will allow me to finish the game faster as well as increase my score.

- Players will have to find the bonuses while traveling through the levels
- Options are: Yerba Mattes and rockets
- Yerba Mattes will let players grow bigger and give them some invincibility for a while (kind of like the mushroom in Mario)
- Rockets will let the player boost the player’s jump for a while

User Story 5
As a player I want a side quest so that the story doesn’t feel so 1 dimensional.

- I want a side quest that provides humor but could also provide items useful to my score
- I want a side quest that implements things that only CU students would understand, to help provide a sense of playing a game at CU

User Story 6
As the player, I will be given the opportunity to get a better score by completing the level in the shortest amount of time, and or collecting items throughout the level while trying to limit the number of deaths.

- ((Time limit - time taken) * items) / deaths (unless deaths is 0) (per level)