



CS 30700
SPRINT 1 PLANNING DOCUMENT

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5 February, 2018

1 Sprint Overview

2 Sprint Detail

3 Sprint Backlog

Functional Requirements

User Stories to be implemented in this sprint are shown in *italics*.

General

1. As a user, I would like to be able to login using an id and password
2. As a user, I would like to be able to have an avatar and customize my profile
3. As a user, I would like to be able to start, join, and end a game when I like
4. As a user, I would like to be able to select a team and position on my team
5. As a user, I would like to be able to select a map from variety of maps
6. As a user, I would like to be able to play on a turn based mode
7. As a user, I would like to be able to have a second mode of playing: real-time
8. As a user, I would like to be able to text chat with my teammates in-game
9. As a user, I would like to be able to perform the actions required for a spacewalk
10. As a user, I would like to be able to play the game entirely online, without a desktop client
11. As a user, I would like to be able to play with less than four players by having the computer take over a role

Captain

12. As a user, I would like to be able to send directions to navigate the spaceship
13. As a user, I would like to be able to know when a special ship system is ready
14. As a user, I would like to be able to fire a rocket, drone, the radar, or mines.
15. As a user, I would like to be able to deploy the ship's boosters.
16. As a user, I would like to be able to fire a remotely-detonated mine.
17. As a user, I would like to be able to know when a system is disabled

18. As a user, I would like to be able to get information about the enemy spaceships supposed position from the radio operator
19. As a user, I would like to be able to begin a spacewalk.
20. As a user, I would like to be able to see where my team has laid mines

First Mate

21. As a user, I would like to be able to charge a system on every move
22. As a user, I would like to be able to deploy the Sonar or a Drone.
23. As a user, I would like to be able to monitor the total health of the ship

Engineer

24. As a user, I would like to be able to keep track of which systems are disabled and which get repaired
25. As a user, I would like to ask the captain to follow a certain course to repair a system
26. As a user, I would like to select a component to be disabled after a movement.

Radio Operator

27. As a user, I would like to be able to get the courses of enemy spaceships
28. As a user, I would like to be able to click on different areas and plot supposed paths
29. As a user, I would like to be able to keep tracks of mines ? both ours and enemies
30. As a user, I would like to be able to advise captain on when to deploy mine
31. As a user, I would like to be able to keep track of disclosed locations of enemy
32. As a user, I would like to be able to adjust predicted enemy courses based on information received

Developer

33. As a developer, I would like to be able to make a separate server
34. As a developer, I would like to be able to store game information in server
35. As a developer, I would like to be able to communicate between server and client
36. As a developer, I would like to be able to have a database for user profile
37. As a developer, I would like to be able to have accommodation for real-time play

Non-Functional Requirements

38. As a Player, I would like to keep GUI input delays low.
39. As a Player, I would like all communications (text chat, notifications, etc.) between clients and the server to have low latency, especially in real-time mode, for enjoyable gameplay.
40. As a Player I would like the audio feedback to be synced with the visuals.
41. As a Developer, I would like the server to receive all inputs from each of 4 clients before executing the team's move.
42. As a Developer, I would like each team's clients to only receive information that they are entitled to know. (e.g. they should not receive the other team's location)
43. As a Developer, I would like each player's client to be distinct and separate. No player role should be able to perform actions of other team members for them.
44. As a Player or Developer, I would like the game to be capable of handling more than 2 teams (8 players) (if time allows).
45. As a Player or Developer, I would like communications with the login server to be encrypted and secure. Each player should only be able to access their own account.