

## **Project Features List:**

- Registration Page
  - A page consisting of two forms, one for username and one for password. There is also a submit button. This feature will allow for user authentication. This will allow for creation of new accounts as well.
- Main Menu
  - A screen featuring buttons linking to high scores, options, settings, new game. Will be themed to space
- Tower Defense
  - The display of the main gameplay where the user can interact with the game by placing/upgrading towers etc.
- High Score page
  - This page will display the top ten all time scores from users in the database as well as the 5 top scores from the individual user.
- Setting Menu
  - Menu encompassing various adjustable game settings.
- HUD
  - Heads-up display showing in game statistics and mechanics. Will show money, health, buy menu, wave indicator, menu button, speed adjuster.

## **Requirements**

- Registration
  - As a user, I want to be able to log in to the website in order to access the game
  - As a user, I want to be able create an account so I can play the game
  - As a user i want to be able to delete my account so I don't have an account anymore
- Main Menu
  - As a user, I want to be able to view a list of possible enemies and their stats so I know what I'm fighting against
  - As a user I want to be able to start a game so I can play the game
  - As a user i want to be able to access a settings/options menu so I can change options and settings
- Tower Defense
  - As a user i want to be able to place a tower so I can defeat enemies
  - As a user I want to be able to upgrade towers so that my towers are stronger
  - As a user i want to be able to lose health when enemies reach the end of the map so that i can potentially lose the game
  - As a user I want to be faced with more unique and challenging enemies as the game progresses
  - As a user i want to be able to open a map to play the game
  - As a user i need to have enemies invade the map so i can play
  - As a user i want to be able to gain money by defeating enemies so i can become rich
  - As a user I want to be able to see the amount of money dropped by enemies so I can know how much money I'm getting from each enemy

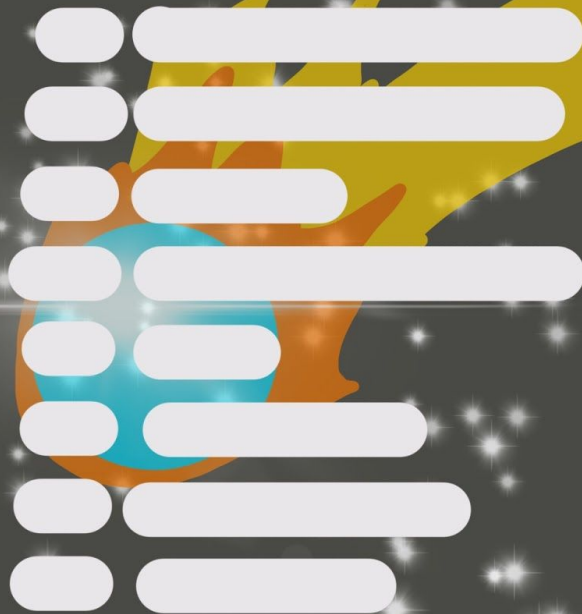
- As a user i want to see a game over screen when i lose so i can feel bad about losing
- High Score page
  - As a user i want to be able to view global high scores to see who is the best
  - As a user I want to be able to view my own high scores so i can see how good i am
  - As a user i want to be able to return to the main menu so i don't get stuck in the scoreboard screen
- Setting Menu
  - As a user i want to be able to change settings because maybe i don't like the current settings
- HUD
  - As a user I want to be able to access the settings menu so I can change the settings
  - As a user i want to be able to speed up or slow down the game speed so I can manage the pace of the gameplay to my liking
  - As a user i want to be able to purchase a tower because i want to be able to use my money
  - As a user i want to be able to see my current cash reserves so I can manage my tower purchases
  - As a user i want to be able to see what the current wave is to see how far i've come from the start

## **Project Plan**

- First Sprint (2/11 - 2/25)
  - Registration
    - Luke, Alice, Michael
  - Main Menu
    - Josh, Adam
- Second Sprint (2/26 - 3/11)
  - Tower Defense
    - Luke, Alice, Michael, Josh, Adam
- Third Sprint (3/12 - 3/25)
  - High Score Page
    - Luke, Alice, Michael, Josh, Adam
- Fourth Sprint (3/26 - 4/12)
  - Setting Menu
    - Alice, Adam
  - HUD
    - Josh, Michael, Luke

## **Wireframes & Design**

# High Scores



# Space Defenders



### Individual Contributions

Adam: Found a video on Unity for making games. Made the three Mock-ups for the wire-frame <https://youtu.be/pwZpJzpE2lQ> the video for unity. Participated in the structuring of Sprints and determining the difficulty of implementing User stories. Started mock up of some in game assets

Josh: I found a video tutorial of a person explaining how to make a main menu for Unity: <https://www.youtube.com/watch?v=vZU51tbgMXk>, which is something that is prominent on our first sprint, I also added myself to numerous feats and issues that will be done in the future. Worked on timeline and structuring of the project and things we need to finish for all 4 sprints.

Alice: I watched the tutorials that my teammates found. I helped out with thinking of the Project Features list and the user stories pertaining to each feature. Also worked alongside my group members to organise the project plan.

Michael: I have watched and gone through Unity tutorials in order to be useful for future endeavors. I was also directly involved in the creation the of milestone 2 document

Luke: I contributed to team discussions and decisions about creating user stories, creating sprints, and planning the project workflow.

**Link to JIRA Board:**

<https://csci-3308-spring21-group1.atlassian.net/jira/software/projects/TD1/boards/1>

**Link to Latest Commit:**

Adam -

[https://github.com/CSCI-3308-CU-Boulder/3308SP21\\_section014\\_1/commit/70c2ae6400a38d145c520eca3652df5d78d9f4d5](https://github.com/CSCI-3308-CU-Boulder/3308SP21_section014_1/commit/70c2ae6400a38d145c520eca3652df5d78d9f4d5)

Josh -

[https://github.com/CSCI-3308-CU-Boulder/3308SP21\\_section014\\_1/commit/77d26a239288bc537ceaa7d2b5362af19a2e6390](https://github.com/CSCI-3308-CU-Boulder/3308SP21_section014_1/commit/77d26a239288bc537ceaa7d2b5362af19a2e6390)

Alice -

[https://github.com/CSCI-3308-CU-Boulder/3308SP21\\_section014\\_1/commit/c30507ea94729cd5cf3575ba07c695959943f746](https://github.com/CSCI-3308-CU-Boulder/3308SP21_section014_1/commit/c30507ea94729cd5cf3575ba07c695959943f746)

Luke -

[https://github.com/CSCI-3308-CU-Boulder/3308SP21\\_section014\\_1/commit/4ebe38bcd660c9f0f333cdc1f07ec6e9407e38e2](https://github.com/CSCI-3308-CU-Boulder/3308SP21_section014_1/commit/4ebe38bcd660c9f0f333cdc1f07ec6e9407e38e2)

Michael -

[https://github.com/CSCI-3308-CU-Boulder/3308SP21\\_section014\\_1/commit/3e7b53c6a7a829f0bbb1b7e150c3a4c1b243eef8](https://github.com/CSCI-3308-CU-Boulder/3308SP21_section014_1/commit/3e7b53c6a7a829f0bbb1b7e150c3a4c1b243eef8)