Project Pear

# User Stories

Vi har udarbejdet nogle user stories på baggrund af hvad vores kunde (spilleren) forestiller sig at kunne med vores spil. Udover det, har vi lavet nogle user stories til vores level designer, så vi ved hvad han vil have af muligheder til at lave de forskellige levels.

## User Stories & product backlog

1. As a player, I want to walk from side to side, so I top the highscore
2. As a player, I want to jump, so I can jump over obstacles
3. As a player, I want to score points, so I can beat the highscore
4. As a spike, I want to kill the player, so he won’t beat the highscore
5. As a player, I want to see the highscore online, so I know whom is leading

## TASKS

User story   
1.1: create platform (estimated time: 1 hour)  
1.2: create player (estimated time: 2 hours)  
1.2.1: Test af movement fra side til side (1 hour)

2.1: Implementere jump mechanic (estimated time: 2 h)  
2.1.1: Test af jump mechanic (1 hour)

3.1: Implementering af points (estimated time: 2h)  
3.1.1: Test af Implementering af points (estimated time: 1h)

4.1: Implementering af obstacles (estimated time: 2h)  
4.1.1: Test af implementering af obstacles (estimated time: 1h)

5.1: Create database Azure (estimated time: 3h)  
5.1.1: Test af database om der bliver smidt ting op på azure (estimated time: 1h)  
5.2: Create webservice (estimated time: 2h)  
5.2.1: Test af webservice, kan den sende til database (estimated time: 1h)

6. Download unity, Github desktop, oprettelse på scrumdesk og Visual studio

Opsætning

// Udkommenteret

As a player, I can jump over obstacles.

As a player, I can move around.

As a player, I can score points.

As a player, I can’t jump out of the level.

As a player, I can save my score online.

As a player, I can see my score and top 10 of online saves.

As a player, I can unlock a new stage after completing another.

// As a designer, I want a lose condition.

As a designer, I can drag and drop assets.

As a designer, I can modify the players speed.

As a designer, I can modify the players jump height.