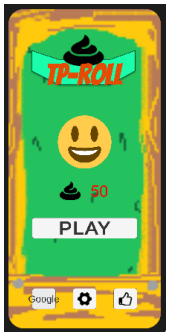
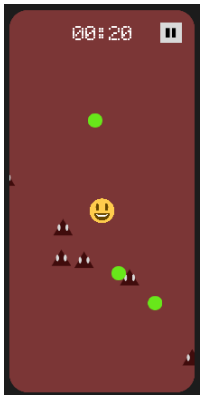
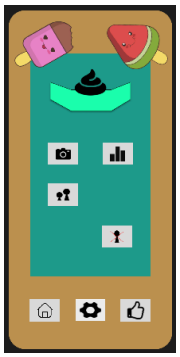
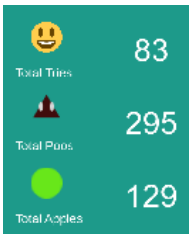
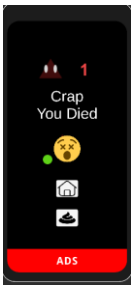
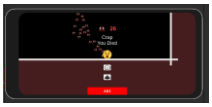
MVP Features + Value in Building Features + Tasks to Develop Features

Features in MVP	***Value of Features***	***Tasks to Develop Features***	***Percent Finished***
Game Entry 	- Provides a landing location for users entering the game	Create home-page Create button on home-page to enter game-play page Display user's highest score in home-page Create button to access settings-page	100%
Game Tutorial 	- Let players get started quickly and enhance user experience. - Helps players learn game movements - Allows game developers to tell a quick, compelling story that lures users into the actual game	Create intuitive game control guide Create a demo game map Display pertinent emojis as they would appear in actual game Develop game-play movements and allow users to learn these movements	40%
Game - Overall 	- The game is intended to be silly and fun to help users destress - The game should also be logical in that there is some reason to the silliness - The game should also have an element of challenge so that the users are motivated to keep playing and gaining higher score.	Create game-page Create the full game map. Only a segment of the map is displayed on screen at any given point. Display the avatar and position camera on avatar Program the gameplay movements for the avatar Develop the game logic - emojis (Poo, TP Roll, Food) - actions caused by emojis	20%

		- point scoring as food is picked up - game death as poop-emojis catch up to avatar	
Game - Destress 	- The core feature of the project which allows users to destress in-game. - RBG dance floor to destress	Use emojis as main characters One-click simple drag input Speed up to feel power up Secret NIGHTCLUB mode Funny background music	
Game - Challenge	- Increasing difficulty to inspire re-play and sharing among the community	User avatar movement speed up means error rate Enemy count goes up less place to move around Uses timer to increase tensity Death upon touch map edges	60%
Pause Functions 	- Usability - User freedom and control	In game pause button Resume gameplay Restart gameplay	80%
Non-gameplay Interactions 	- Connecting to social media increases the interactivity of the game - Feedback can help us improve the game and enhance the user experience.	Create settings-page Create social-media-page for interactions with user's friends Create button to access Google Play store for user feedback/review on game	40%

Save User Data 	- Give user progression on stats to encourage more gameplays - Collect telemetric data to improve on development	Create Scoring system which will always count the number of beans eaten and poops created and the number of the game handles Allows users to view their game history which helps players get positive feedback from the game.	50%
Game Over 	- Helps user have a space to reflect on game experience - Provides a natural location for a link to the social-media-page to share game experience - Provides a path to show ads and gain revenue	Create game-over-page Display score for the game session Create a button that links to the social-media-page Create a button that links back to home-page (add a 3-5 second advertisement page between these pages)	30%
Accessibility 	- Provide wide variety for Android mobile devices - Provide worldwide usage	Landscape gameplay available Minimize language usage replace with Icons	30%