**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  - point scoring as food is picked up  - game death as poop-emojis catch up to avatar | 20% |
| 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% |

List of features needed for the MVP + Breakdown of tasks

* + MainMenu, where the user can enter the game or see options and other non-gameplay interactions.
  + Movement Indicator, the user should know how to control the character, disappears upon screen touch.
  + Movement available, Core game mechanic
  + Pause button, allowing users to withdraw from gameplay at their own well.
  + Pause page, to let the user to decide restart, quit the current gameplay, or resume.
  + Clock, which shows current player progress
  + Apple Speedups, to intensify the gameplay, and add difficulty
  + Sound Effect on contact with Poo, humor and ridiculous
  + Death screen, announces game over, score, ads, allow quick replays
  + NIGHTCLUB on Death screen, Optional humor
  + Game play count, record the number of times players play
  + Gameplay supports landscape