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Adventure Trail

1. Description

We are creating a 2D and text-based adventure game for one player. The player would be given options for choices in the game and the adventure would change based on user input.

2. Vision statement:

To create a game that is entertaining, user driven, and highly replayable

3. Motivation:

As players of similar games, we wanted to create our own story and share it with others with some unique elements.

4.Risks:

- o Working environment or language new to some team members
 - o No prior experience working with the people on the team
 - o No experience working with larger groups on development projects
 - o Scope of project goals
 - o Limited experience with graphics and
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5. Mitigation strategies:

We will utilize educational websites that will teach us coding languages to help with the creation of the game. Through collaboration we hope to create a historically accurate and fun game for potential customers of all ages.

6.Version Control System:

- o Link to repository: https://github.com/ChristyNova/3308_project
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7. List of requirements:

User Requirements			
ID	Description	Agile Sizing	Priority
USER-01	As a user, I want to be able to name my character in order to personalize my game	1	High
USER-02	As a user, I want to be able to choose how to react to different events in order to guide the plot of the game.	3	High
USER-03	As a user, I want my decisions to affect other events later in the game in order to feel involved in the story.	8	High

Functional Requirements			
ID	Description	Agile Sizing	Priority
FUNC-01	As a developer, I want to have user choices appear as nodes on a tree in order to dictate future options	13	High
FUNC-02	As a developer, I want to store important user information so that it can be accessed at any point during the game in order to change possible future options	5	High
FUNC-3	As a user, I want be able to save the game in order to continue from where I left off with the same choices	8	Med

Non-Functional Requirements			
ID	Description	Agile Sizing	Priority
NONF-01	As a user, I want the program to spend no more than 2 seconds loading any level in order to keep the experience enjoyable	5	High
NONF-02	As a user, I want the game to not crash regardless of my input in order to keep me engaged in the game.	3	High

NONF-03	As a user, I want to be able to play the game on any major OS, to include mobile OS's in order to not limit who can play.	2	Med
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8. Methodology:

Agile - using Trello

9. Project Tracking software:

- Name of the software: Trello
 - Link to project tracking software:
<https://trello.com/b/obg7V37N/meetup-schedule>
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10. Project plan:

