**PRODUCT BACKLOG**

**Group “RPG FOR DUMMIES” :**

Fernando Manna

Giovanni Di Prisco

Marco Schettini

Mario Mupo

Sergio Siniscalchi

Ascanio Guglielmelli

Romeo Rinaldi

**LEGEND:**

* Priority scale: Low = 1, Medium = 2, High = 3;

|  |  |  |  |
| --- | --- | --- | --- |
| ID | User Story | Story Points | Priority |
| 1 | As a player, I want to use only the keyboard, so I can move and shoot around the scenario without using the mouse. | 3 | 3 |
| 2 | As a player, I want a top down in-game perspective, so I can move freely without jumping on any platform. | 5 | 3 |
| 3 | As a player, I want a main menu, so I can start the game, set options or customize the character. | 5 | 1 |
| 4 | As a player, I want to save the game session, so I can restore my progresses anytime. | 3 | 1 |
| 5 | As a player, I want different playstyles and different game modes, so I can customize my game experience. | 13 | 2 |
| 6 | As a player, I want an increasing difficulty system, so I can have a challenging game. | 13 | 2 |
| 7 | As a player, I want an in-game interface, so I can look at the character’s stats anytime. | 2 | 1 |
| 8 | As a player, I want to explore complex rooms, so I can avoid obstacles, collect items and fight enemies. | 8 | 3 |
| 9 | As a player, I want to encounter different types of enemies, so I can shoot at them and collect their rewards. | 8 | 2 |
| 10 | As a player, I want different difficulty settings, so I can choose among them. | 5 | 2 |
| 11 | As a player, I want power-ups and a crafting system, so I can improve equip and items, or craft new ones. | 13 | 2 |
| 12 | As a player, I want a main room to store in safely, so I can manage equipment, items, power-ups and crafting, or save progresses. | 21 | 1 |