**PRODUCT BACKLOG**

**Group “RPG FOR DUMMIES” :**

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**LEGEND:**

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

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| ID | TYPE | User Story | Story Points | Priority |
| 1 | START MENU | As a player, I want a main menu, so I can start the game or set options. | 2 | 1 |
| 2 | START MENU | As a player, I want to set the character’s name so I can identify it. | 2 | 1 |
| 3 | MAIN ROOM | As a player, I want to use the keyboard so I can move or shoot freely into the scenario. | 21 | 3 |
| 4 | MAIN ROOM | As a player, I want a storage so I can collect items. | 8 | 2 |
| 5 | MAIN ROOM | As a player, I want to have stats for my character so I can have some information about him. | 5 | 2 |
| 6 | MAIN ROOM | As a player, I want to equip items so I can improve character’s stats. | 5 | 2 |
| 7 | MAIN ROOM | As a player, I want a crafting method so I can improve item’s stats. | 13 | 1 |
| 8 | MAIN ROOM | As a player, I want some different play-styles so I can choose which one to play. | 21 | 2 |
| 9 | MAIN ROOM | As a player, I want to save my progresses so I can resume the game. | 13 | 1 |
| 10 | MODE ROOM | As a player, I want random generated maps so I can have different scenery. | 13 | 2 |
| 11 | MODE ROOM | As a player, I want enemies in the scenery so I can have a challenging experience. | 13 | 3 |
| 12 | MODE ROOM | As a player, I want a goal for each scenario so I can go to the next one. | 2 | 2 |
| 13 | MODE ROOM | As a player, I want an increasing difficulty so I can have enemies at my same level. | 8 | 1 |
| 14 | MODE ROOM | As a player, I want to test my abilities so I can choose different among difficulty levels. | 2 | 1 |
| 15 | MODE ROOM | As a player, I want an interface so I can see my stats and equipped items. | 5 | 1 |