

User Stories not Addressed: Sixteen (16)

Playing as a burger character, I want to be able to throw food like cheese, tomatoes, or use French fries as a weapon to be able to defeat my enemies or use them to be able to run away

As a player, I want to be able to fight against a variety of enemies so that I do not get bored with having to kill the same enemies repeatedly for the whole game.

As a player I want to be able to use the items I pick up so that I can gain power ups.

As a player with specific preferences, I want to be able to have options that allow me to customize things like controls, volume, or graphics so that I can adjust the game to suit my preferences.

As a developer, I want to be able to use a tool that lets me test any point in the game so that I do not have to waste my time going through things that come before the point I want to test.

As a developer, I want to be able to see player metric data, because after working hard on the game, I want to see how many people are enjoying the game.

As a player, I want to be challenged while playing the game so that it does not seem boring or too easy.

As a player, I want to be rewarded for progressing through the game so that I have more motivation to continue playing it.

As a casual gamer, I want the game to be easy to pickup/understand because I want to be able to sit back and have fun without having to remember how to play the game and its mechanics.

As a new player, I want to be able to view a tutorial or instructions on how to play, so that I can understand the game and so that I am not confused when I try to play it.

As a player of modern video games, I would like the goal of the game to be clear.

As a player of modern video games, I would like the gameplay to be visually appealing and unambiguous so that will make the game feel polished and complete

As a player, I need the game to have subtitles. I prefer to be able to both listen to and read the game dialog as I take in the information better this way.

As a colorblind player, I need the game to have a colorblind mode because otherwise, I am not able to distinguish many game objects rendering the game quite frustrating.

As a player I want to be able to mute the sounds and music of the game because it will get annoying if I can't.

As a competitive player, I would like to save high-scores or achievements of some kind so that I and others may compete against those scores.

Plan for Future Development:

So far only David and possibly Michael Taylor plan to work on this game in the future. If the group planned on future, such implementations, not in any order, are as follows:

1. create more levels so that the user has something to do besides the current two short levels the game has.
2. Add in items to pick up so that users have more things to do in the game.
3. Create more enemies so that the user doesn't get bored killing the same 2 enemies.
4. Add varying level types besides the run and gun style levels so that the game seems different.
5. Add unlockable characters so that the user has more choices for a playable character.
6. A Score board so that a user can have a sense of reward.
7. A better animated death and game over scene so that it adds depth to the game.
8. Create more art/graphics so that the user doesn't get bored with the same environmental objects.

Additionally, if the group were to continue development, we would continue the Scrum and agile methodologies. Since we have the game in a state where it can be played, the group decided to focus more on the gameplay and art.

Once this is completed we would move on to adding in different enemies for the user to engage with besides just attacking or dodging. Such enemies would include bosses, non-playable characters that chase the player across an environment.

The group also decided that once the game is in a better state, we could release alpha or beta editions so that we could crowd source ideas, find bugs, and get more feedback from potential users. Once this stage was completed and the game was in a state the group deemed ready for release then we would release the game to the public. At the moment, the group is undecided what the price would be or what game distribution service we would release it on.