# DIMENSION RUNNER

ERDEM KURU-BARTU DUMAN-ESAT ERTUĞRUL FİLİZ-HASAN KAPLAN

PROJECT INFO

The functionality of our project is entertainment. The purpose of our project is to make people have fun. Main components of the system:
- *Player: Tries to avoid traps and collect coins*
- *Traps: Make player's health lose*
- *Coin: Player can collect them for shopping*
- *Ground: Player can run on it*
- *Play Button: Starts the game when clicked*
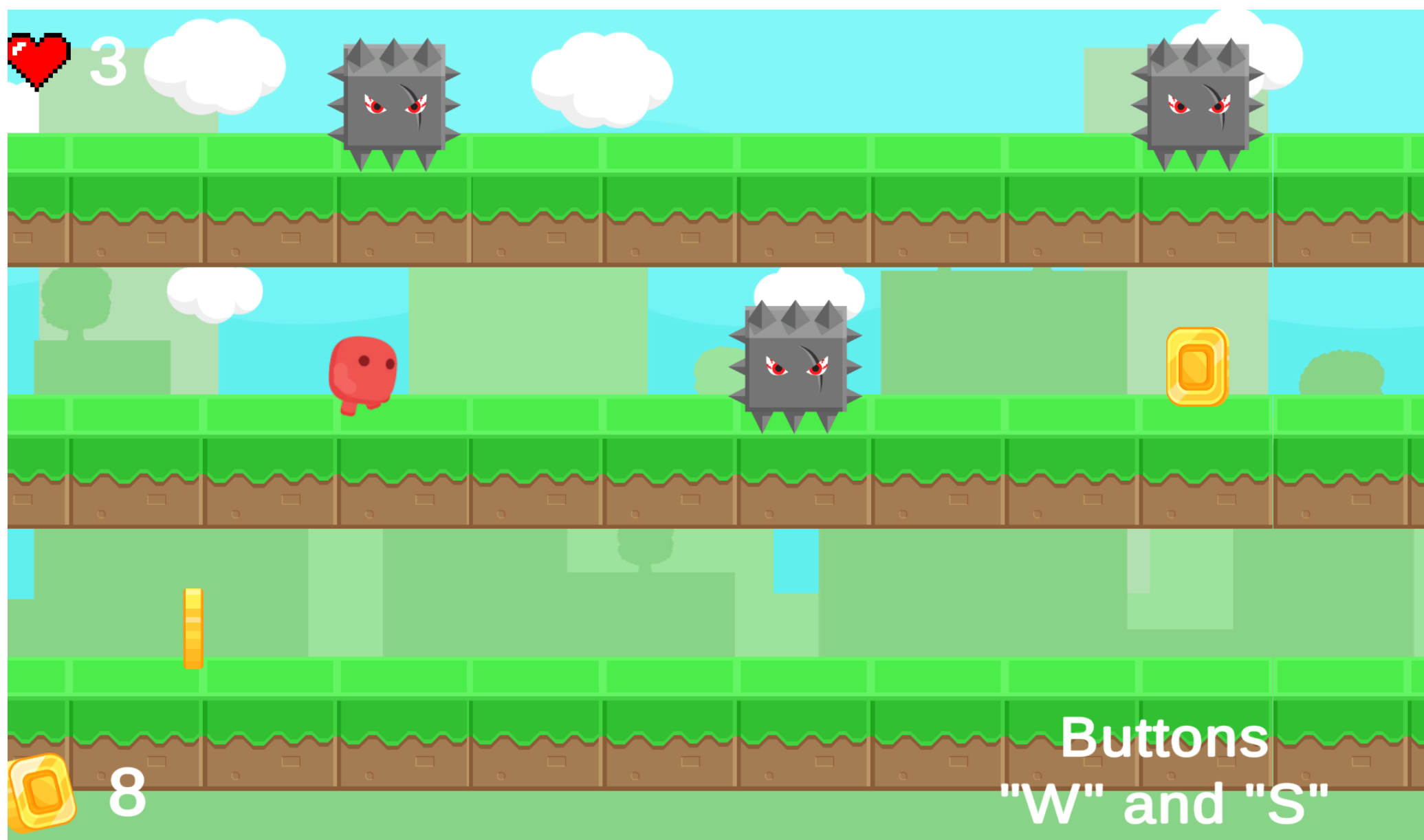
USER STORY

User wants to play game. Then user click the play button. Game starts . User tries his best. User avoids the traps and collect the coins. User can pause and then continue the game. At some point user lose the game. User can restart or quit the game.

USER SUB-STORY

- *User clicks the play button*
- *User collects coin*
- *User collects heart*
- *User hits the traps*
- *User lose the game*
- *User pause the game*
- *User continue the game*
- *User quits the game*

LOW

- *User pause the game*
- *User continue the game*
- *User quits the game*

MID

- *User clicks the play button*
- *User lose the game*

HIGH

- *User collects coin*
- *User collects heart*
- *User hits the traps*

Timeline

- **24.11.2020** — MidTerm Presentation
- **Poster Presentation** — 22.12.2020
- **29.12.2020** — First Sprint Report
- **Second Sprint Report** — 05.01.2021