The product backlog of MuckDuck will include aspects from the Gantt Chart and the Sprint Backlog. This will include all the features we plan to have on the final product. Below is the list of features to include within this prototype and a rough description of what is included, estimate of the time it took)

The Final Product of MuckDuck: Space Shooter

Duck behavior
  Movement
  Shoot Bullet
    Use bullet to shoot the enemy
      Already completed - about 95% done. Changes may be added to make it
more difficult

Lose Conditions
  Enemy touches the Duck
    Already completed

Enemy Behavior
  Move towards path of the duck
    New features to be added to increase difficulty for player
    Features will include faster enemies, enemy path changes, possible enemies
    shooting at the player
    This portion will take the longest to complete for project 4 - at least 3 people
    working per condition and debugging possible enemy attacks

Sound Effects
  Bullet
  Losing Condition
  Background Music
    100% complete

UI/Aspect Ratio/Anchoring UI elements
  Player controls
  How the game will appear on the medium
    Might make changes to resizing per webpage
    Overall UI is standard - may only need 1 person to look over

Documentation

  UML
    Use Case

State Diagram

Class Diagram

Backlogs

Product Backlog

Sprint Backlog

Std Documentation

Documentation for project 4 will be updated as we go. This is a low risk task

Level Structure

Increase levels as certain points are earned

Enemies will grow more difficult with each level (Refer to enemy behavior subheading)

Boss - each level will be defeated only after a boss is destroyed

They will be a harder version of an existent enemy

This will be intertwined with enemy behavior and also will take a lot of time. The other two people can work on the level as we develop it to work with the changing enemy behavior. This will be a high risk task with much work

New Art

Change the player and enemies in order to make it look better on the game

This is low risk and may be a last minute decision to include depending on if the other pending tasks are completed

PowerUps

Add powerup buttons around the screen that can be shot and obtained

"All enemy" attack - this powerup will destroy all enemies on screen at the time

"Freeze enemies" - all enemies will be frozen for easy shooting

"Disable enemy power" - boss enemies will be frozen for a set of time or their crazy movement will become easier for that set of time

More powerups may be added as we see needed

This will require a lot of effort - but will be added to depending on how the enemy behavior and levels are added