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 included in our full product. There have been changes made from the original Sprint Backlog and Product Backlog of project 3 – to better suit the needs of the game

# The Final Product of MuckDuck: Space Shooter

Duck behavior Movement

Shoot Bullet

Use bullet to shoot the enemy

Lose Conditions

Enemy touches the Duck *Already completed*

Enemy Behavior

Move towards path of the duck

*The spawn of the enemies is random and per time interval. They appear on the*

*vector of movement.*

*As game difficulty increases, speed of enemy and spawning varies*

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

*100% complete*

Added a new feature (**NOT** in project 3 backlog): scrolling background

*complete for product – allows the duck to “travel through space”*

Documentation

UML

Use Case

State Diagram

Class Diagram

Backlogs

Product Backlog

Sprint Backlog (completed for project 3)

Std Documentation

*Documentation for project 4 will be updated as we go. Completed*

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. Completed*

*Boss has a number hits before it dies off. Level difficulty increases after boss*

*Boss can spawn and attack as well*

*Boss behavior takes a lot of time – so most developers were needed for this. one or two to pair program the capabilities of the object. One to design, and another to check and analyze the boss structure to make fresh edits*

New Art

Change the player and enemies in order to make it look better on the game *New art included (for boss and update on the bee)*

*one developer task*

PowerUps

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

*Power up changed from previous Sprint – there were multiple goals*

*Currently, the powerup (Bread piece) allows the user to shoot at a faster rate,*

*once the powerup has been picked up*

*Two-three developers on this goal*

Other powerup ideas were available –

Freeze all enemies – Aborted

Destroy All Enemies – Aborted

High Score Board

Stores new highscore to beat

*not in original plan, but added as a project guideline and completed*

*Completed by one developer – need game to store score and update*