

## **Ceng 316: Project Part I, Due: 03.04.2015**

### **MAZE GAME**

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#### **EPIC**

As a registered player, I want to be able to select a character which is moving at the labyrinth, play the game with mobile phone, try to gain points for using and finish it with the skills according to level and time.

#### **THEMES AND USER STORIES**

##### **Playing the game**

1. As a registered player, I want to be able to see whole maze at the beginning.
2. As a registered player, I want to be able to move with my character in the maze that I can see part of it.
3. As a registered player, I want to be able to see the map of the maze whenever I want during the game.
4. As a registered player, I want to be able to finish the maze in the time that is given and see points that I gain.

##### **Selecting characters and skills**

5. As a registered player, I want to be able to open new characters with my points.
6. As a registered player, I want to be able to buy new skills and using them for finishing the maze easier.

##### **Structuring the levels**

7. As a registered player, I want to be able to play different structured maze at every time in the same level.
8. As a registered player, I want to be able to see all levels and choose level that I can play.
9. As a registered player, I want to be able to gain stars according to finishing time of the maze and be able to open new levels with these stars.

##### **Registering and logging**

10. As a non-registered player, I want to be able to register to the system which is in the mobile phone.

11. As a registered player, I want to be able to log in the system.
12. As a non-registered and registered player, I want to be able to see the players' level and their stars which is kept at the same mobile phone.

### **PRODUCT BACKLOG**

User Story ID	Business Priority	Sprint
1	High	1
2	High	1
3	High	1
4	High	1
7	High	1
8	High	1
9	Medium	2
5	Medium	2
6	Medium	2
10	Low	2
11	Low	2
12	Low	2

### **SPRINT GOAL**

- Allow players to play the maze game basically at least 2 different levels, gain points and choose levels.
- Allow users to chance playing more levels with new characters and skills. Also allow users to register and login to the system.

## **PSI and MVP**

The PSI for the first sprint will provide a game which has minimum different structured maze for 2 levels, players can see the whole map, at the end of game players can gain points and see current level's point and the total point of all levels, players can select level.

The MVP that we desired to have is that allow players to play maze game, see the whole labyrinth, finish level of game with point according to left time.

## **DEFINITION of DONE**

- Maze and characters are loading successfully
- All code is working
- All unit tests passed
- Database interaction is working
- Whole project pushed into Github.