

## **Ceng 316: Project Part II, Due: 17.04.2015**

### **MAZE GAME**

**Hakan Tongur**

**Seren Seyvan**

**Serhat Caner**

#### **REVIEW**

In the first spring, we developed an android maze game. In this game, user can move with character in the maze and can see whole map. And also user can select level which is different structured maze at every 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	Done
2	High	Done
3	High	Done
4	High	2
7	High	Done
8	High	Done
9	Medium	2
5	Medium	2
6	Medium	2
10	Low	2
11	Low	2
12	Low	2

### **SPRINT GOAL**

- Allow players to login the system.
- Allow players to gain stars according to finishing time of the maze.
- Allow players to buy new skills.

## APPLICATION STRUCTURE

- **The user layer:** This layer is on the top of maze game application. In this layer, users can register, login, see all players highscore or playing game.
- **The android layer:** This layer is between user layer and database layer. This layer provides to user creating maze, moving in this maze so on.
- **The database layer:** This layer is bottom of the application and provides that keep users' information and scores.

We use Android Studio for coding.

