Experience

Jacob Sharp, Josh Guion, Barrette Mize
The Iron Yard
Front End Engineering

Requirements Document

Name of the App: Experience
Type of App: Gamification of Real Life Goals
Description: Using real life activity information to influence your progress in the game.
Technologies:

- Javascript
  - Phaser.io
  - Node.js
  - MongoDB
  - AngularJS
- Facebook Login (ng-auth)

Feature (MVP):

1.) User Login / account creation
2.) User profile (update and edit)
3.) User profile (delete)
4.) Stats page
5.) Change armor and weapons from in-game menu
6.) Generate weapons and armour (Canadian)
7.) Equip spells from in-game menu
8.) Generate spells
9.) Specific and/or customized goals (Specific goals achieved = experience gain overall versus customized goals achieved = specific/related stat boost)
10.) Reminders (move to roadmap -less important)
11.) Randomized dungeons (Start with fixed maps - then move to random) - http://phaser.io/news/2015/05/random-dungeon-generator
12.) Randomized item stats generation
13.) Skills
14.) Consumables/Breakables

Roadmap (Future Requirements):

- User signup/login with us or via steam and Facebook
- Ability to Add Friends
- Ability for user to gain weapons, health, experience, etc to expand the game
- Storyline (events happen as user makes progress)
- Rewards for reaching milestones

- Difficulty level increases
- Multiplayer
- Leaderboards

USER STORIES

1 Story Name: User Login / Account Creation

Size: Medium

Value Statement: As a user of Experience, I need the ability to login so that I will be able to have an individual, saved presence on the application to track and manage the running data on my profile and see my continued progress.

Assumptions: None (for now.)

Acceptance:

1. User ability to log into and maintain a process on Experience
2. User ability to login/signup Facebook account (roadmap feature - future requirement).

Notes:

2 Story Name: Update/edit account

Size: Medium

Value Statement: As a user of Experience, I need the ability to edit and update my account information. This may include: Name, username, email address, bio, gender, age, weight, activity level, goals (custom/built-in).

Assumptions: User must have an Experience account.

Acceptance:

1. User can successfully update profile fields and these will be saved to the server maintaining the user's login information.
2. If the user changes their username, the old username will be freed up for future users signing up.

3. If the user changes their username, all data associated with the old user must now be associated with the new username.

Notes: See WF 1

3 Story Name: User profile (Delete account)

Size: Small

Value Statement: As an Experience user, I need the ability to delete my account entirely.

Assumptions: User must have an Experience account

Acceptance:

1. User can successfully remove all account information and delete username.
2. Successful deletion of a user will free up the username for future users.

Notes: See WF

4 Story Name: Stats (Character)

Size: Medium

Value Statement: As an Experience user, I need base stats and these stats need to be affected by my in game and real life actions

Assumptions: User must have a character

Acceptance:

1. User can affect their in game stats with actions in real life (by recording them in game via text fields)
2. User can successfully affect stats in game items (weapons, armor, consumables)

Notes: See WF 4

5 Story Name: Change weapons and armor from in-game menu

Size: Medium

Value Statement: As an Experience user, I need to be able to equip and unequip weapons and armor on the fly

Assumptions: User must have a character

Acceptance:

1. User can affect their in game armor with actions in real life (by recording them in game via text fields)
2. User can successfully affect stats in game items (weapons, armor, consumables)

Notes: See WF 5

6 Story Name: Generating weapons and armor

Size: Large

Value Statement: As an Experience user, I need to be able to find and unlock weapons and armor

Assumptions: User must have a character

Acceptance:

1. User can generate their in game armor with actions in real life (by recording their real life action in game via text fields)
2. User can generate items by drops from kills

7 Story Name: Equip spells from the in-game menu

Size: Medium

Value Statement: As an Experience user, I need to be able to equip and unequip magic combinations on the fly

Assumptions: User must have a character

Acceptance:

1. User can affect their in game magic with actions in real life (by recording them in game via text fields) I.E. You unlocked fire level 3 by doing a 20 min work out.
2. User can successfully affect stats in game items (weapons, armor, consumables)

Notes: See WF 5

8 Story Name: Generate spells

Size: Medium

Value Statement: As an Experience user, I need to be able to generate/learn new spells by completing objectives in the game and/or real life

Assumptions: User must have a character

Acceptance:

1. User can affect their in game magic (learn new spells) with actions in real life (by recording them in game via text fields) I.E. You unlocked fire level 3 by doing a 20 min work out.
2. User can successfully gain new spells stats in game items (weapons, armor, consumables)

9 Story Name: Specific and/or customized goals

Size: Large

Value Statement: As an Experience user, I need to be able to generate goals or choose from a preset of goals. The goals need to affect my stats or generate armor, spells, weapons, or items

Assumptions: User must have a character

Acceptance:

1. User can affect their in game magic, stats, armor, weapons, by completing goals set in game in real life (by recording them in game via text fields) I.E. You got the sword of power by doing a 20 min work out.

Notes: See WF 3

10 Story Name: Reminders

Size: small

Value Statement: As an Experience user, I want to be reminded via email or push notifications of my goals that I have set in game

Assumptions: User must have a character

Acceptance:

1. User can opt for reminders via push notifications or email regarding goal dead lines

11 Story Name: Randomized dungeons

Size: Ex-Large

Value Statement: As an Experience user, I want to explore a dungeon that randomly generates foes, floor tiles, walls, breakables

Assumptions: User must have a character

Acceptance:

1. User can explore dungeon, defeat enemies, attack breakables, and get items which will increase the overall stats of their respective character

12 Story Name: Randomized item stats generation

Size: Large

Value Statement: As an Experience user, I will want the gear that is generated to have random stats within a range that would be applicable to my stats

Assumptions: User must have a character

Acceptance:

1. Items gained by a player would have stats that are near their character's stats

13 Story Name: Skills

Size: Large

Value Statement: As an Experience user, I will want gain skills that influence the way I play my particular character. Skills like roll, extra lucky, splash damage, farts

Assumptions: User must have a character

Acceptance:

1. Players advance a skills tree by defeating enemies and completing goals

Notes: See WF 5

14 Story Name: consumables and breakables

Size: Medium

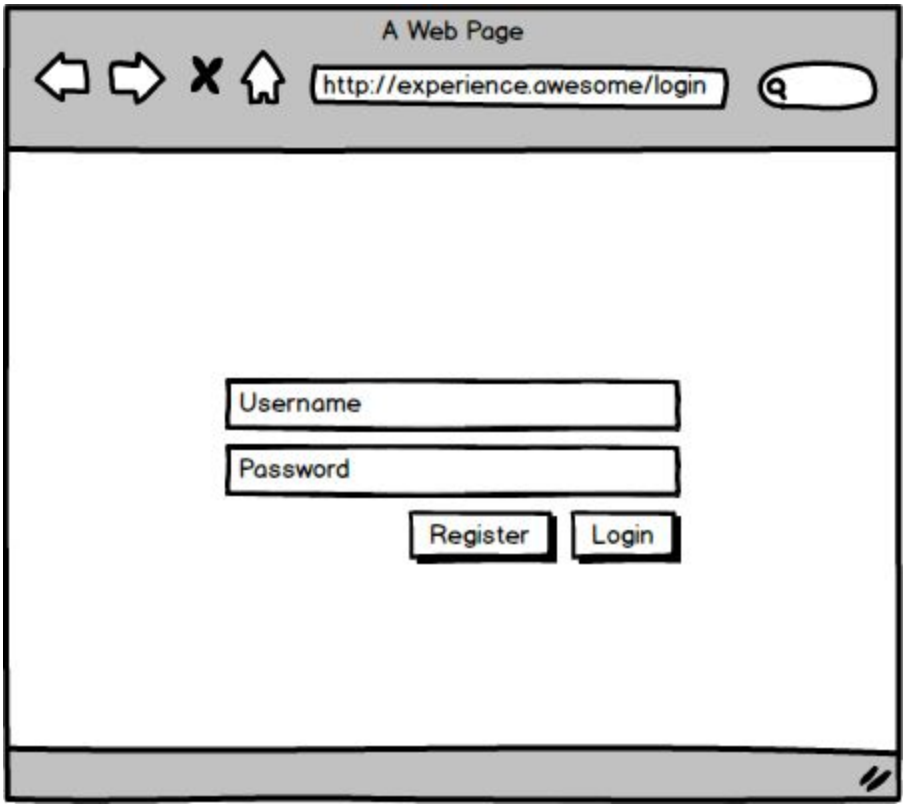
Value Statement: As an Experience user, I will want consumables like potions to replenish health or mana as well as things to break in a dungeon. Walls or crates or pots that are breakables

Assumptions: User must have a character

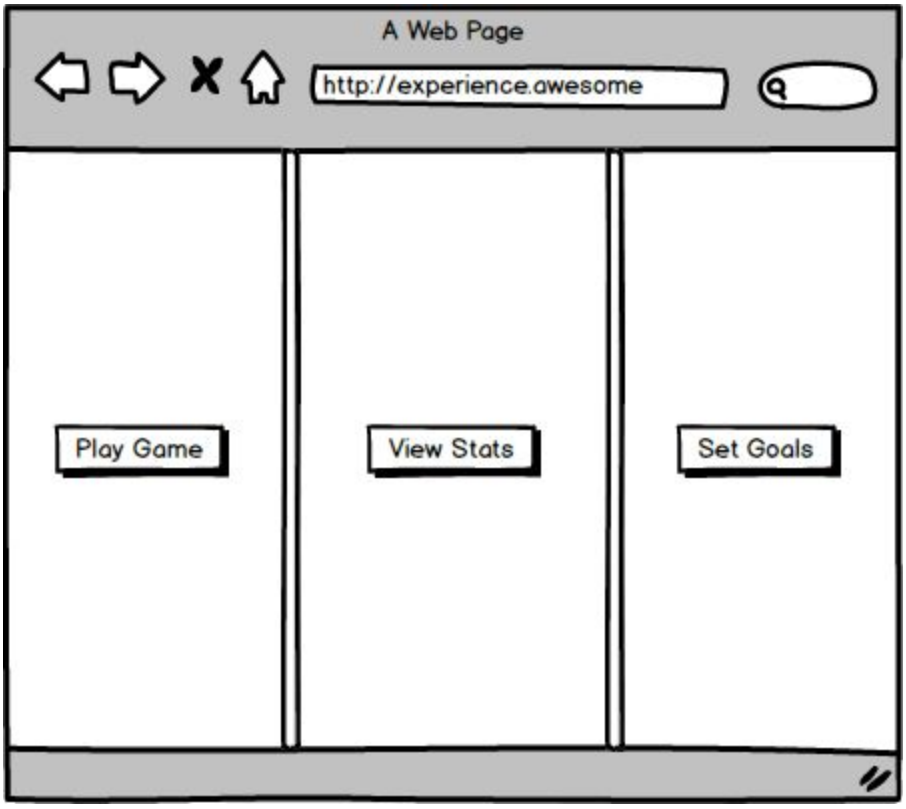
Acceptance:

1 Players will use consumables to increase stat temporarily, replenish health or mana or possibly use to cast a ‘free’ spell. Breakables will have a chance to yield loot.

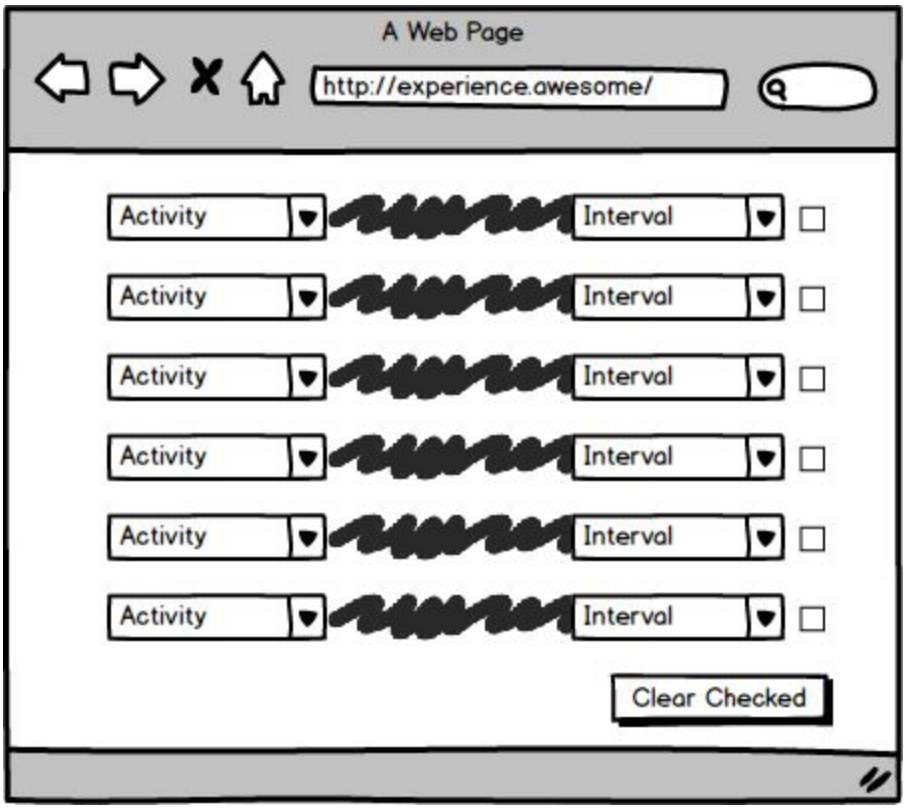
Wireframe 1



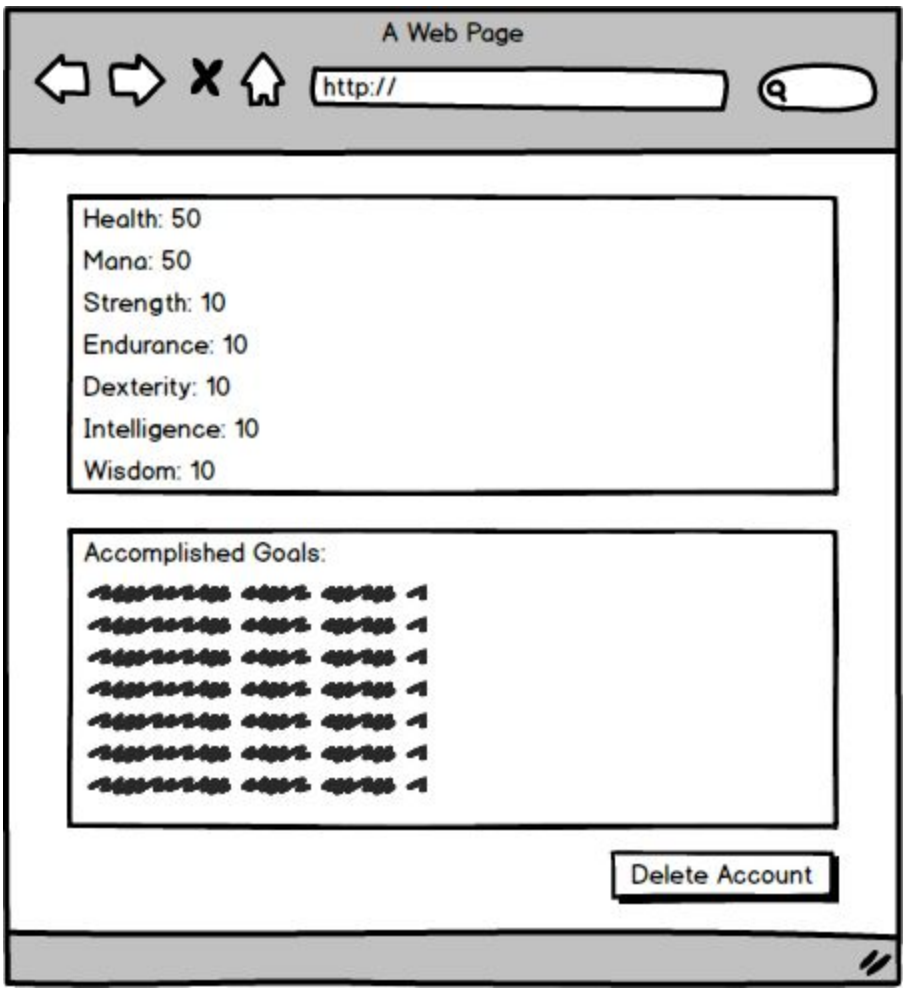
Wireframe


A Web Page
http://experience.awesome
Play Game
View Stats
Set Goals

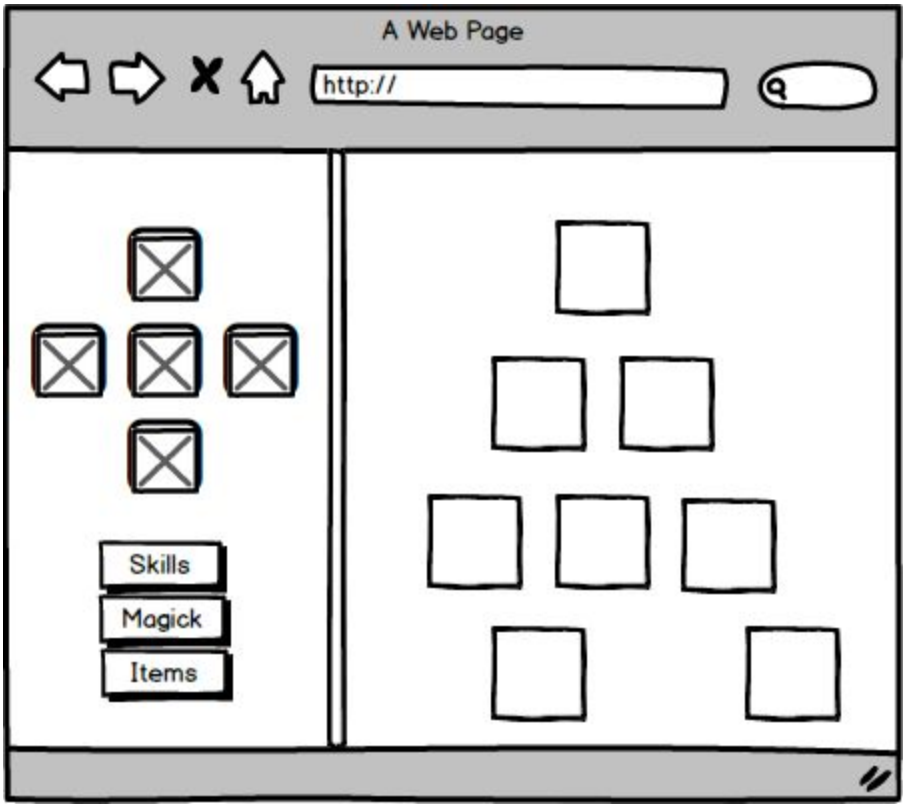
Wireframe 3


A Web Page
http://experience.awesome/
Activity
Interval
Activity
Interval
Activity
Interval
Activity
Interval
Activity
Interval
Activity
Interval
Clear Checked

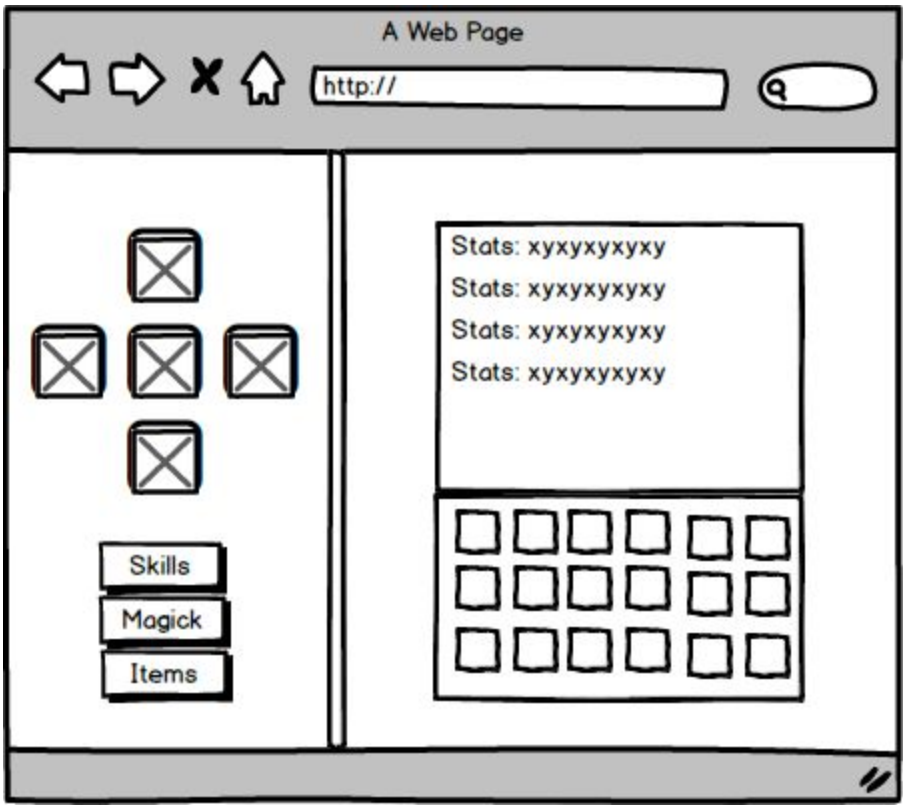
Wireframe 4



Wireframe 6


A Web Page
http://
Skills
Magick
Items

Wireframe 5


A Web Page
http://
Stats: xyxyxyxyxy
Stats: xyxyxyxyxy
Stats: xyxyxyxyxy
Stats: xyxyxyxyxy
Skills
Magick
Items