

**Title:** Unity Platformer

**Vision:** “To make a game that uses ideals from old-school platformers, while making it as playable and addicting as today’s mobile app games.”

**Who:** Jonathan Mai, Eric Thuc Tran, Michael Chung, Justin Tang

**List of Requirements:**

Business Requirements: (There are no business requirements)

Req. ID	Requirement Description	Priority	Agile Size
N/A	N/A	N/A	N/A

User Requirements:

Req. ID	Requirement Description	Priority	Agile Size
UR.01	As a Player, I want a Start Button so that I can start the game	High	3
UR.02	As a Player, I want a Quit Button so that I can quit the game	Medium	3
UR.03	As a Player, I want a High Score board so that I can compare scores with other Players	Nice-To-Have	5
UR.04	As a Player, I want a Difficulty Button so that I can change the level difficulty.	Nice-To-Have	3
UR.05	As a Player, I want a Pause Button in game so that I can stop the game whenever I want.	High	3
UR.06	As a Player, I want a Reset Button in game so that I can reset my progress whenever I want.	High	3
UR.07	As a Player, I want a Quit Button in game so that I can quit the game whenever I want.	High	3

Functional Requirements:

Req. ID	Requirement Description	Priority	Agile Size
FR.01	As a Player, I want to be able to move my character so that I can dodge obstacles and shoot enemies.	High	6
FR.02	As a Player, I want multiple enemies with unique attack patterns to bring a challenge to the game.	High	8
FR.03	As a Player, I want to be able to score points by distance traveled and enemies killed to give me a sense of accomplishment.	Medium	7
FR.04	As a Player, I want an environment that spawns infinitely until I die so that I can play for long periods of time and try to get a high score.	High	8
FR.05	As a Player, I want to have a health bar so that I know when I’ll die.	Medium	6

FR.06	As a Player, I want a different Difficulty setting so that I can challenge myself.	Nice-To-Have	8
FR.07	As a Player, I want breakable objects to add an interesting element in the mechanics of the game.	Medium	5

#### Non-Functional Requirements:

Req. ID	Requirement Description	Priority	Agile Size
NFR.01	As a Player, I want this portable to multiply platforms so that I can play it on either iOS or Android	Medium	4
NFR.02	As a Player, I want a short restart time so that I can quickly restart the game after I die.	High	5
NFR.03	As a Player, I want a clean interface and clean controls so that I can operate the game smoothly.	High	5

**Methodology:** Agile

**Project Tracking Software:** Trello

**Link to Project Tracking Software:** <https://trello.com/b/InTGpaXo/csci-3308-game-project>

**Project Plan:**

CSCI 3308 Game Project | x

← → ↻ <https://trello.com/b/IntGpaXo/csci-3308-game-project>

Boards

CSCI 3308 Game Project ☆ Public

To-Do

Familiarize yourself with C# and Unity. Go through tutorials

Work on individual positions. Refer to Job Choice Descriptions and Checklist (Add anything if necessary)

Find Art for Sprites, backgrounds, buttons before Scripting

Meeting Monday, 2/16 @ 4:50 PM to discuss artwork

Position 1 shifts to Position 2

Position 3 shifts to Position 4

Script for Menu after Environment is finished

Score System

Script for Health/Damage system After Position 3 and 4 finished

High Score Board (Optional)

Port to iOS and Android

Final Test

Add a card...

Job Choice

Position 1: Main Menu

Position 2: Environment

Position 3: Playable Character

Position 4: Enemies

Add a card...

Working On

Add a card...

Finished

Choose the Job you want! Read the description on Platform/WorkSplit and decide which you want to work on. Make a card underneath Job Choice in that format.

Add a card...

Add a list...

Menu

Members

Add Members...

Activity

Eric Tran added Port to iOS and Android to To-Do. 25 minutes ago

Eric Tran added Test to To-Do. 25 minutes ago

Eric Tran added High Score Board (Optional) to To-Do. 25 minutes ago

Eric Tran added Script for Menu after Environment is finished to To-Do and added Michael Chung joined 27 minutes ago

Eric Tran added Score System to To-Do and added Michael Chung joined 27 minutes ago

Eric Tran added Script for Health/Damage system After Position 3 and 4 finished to To-Do and added Justin added Jonathan V Mai 27 minutes ago

Eric Tran added Position 3 shifts to Position 4 to To-Do. 29 minutes ago