Guardian of Earth

Jacob Mahoney

Owner

Vision Statement

For Android smartphone users of all ages who want a fun, quick-performing, and re-playable game, Guardian of Earth is an Android application that takes the formula of a basic spaceship shooter and adds depth to the objective of the game. Unlike many other spaceship shooters, Guardian of Earth possesses a unique simplistic art style making it an application that is not only visually satisfying, but is quick to pick and play.

Requirements

Actors

Users – Motivated users of the app with sufficient enough knowledge to get the app open, and learn about the game through the tutorial to the main menu.

Actor-Goal List

Actor	Goal
User	Navigates easily through main menu
	Play the game
	Control spaceship rotation with buttons in lower portion of screen
	Control spaceship laser firing with button in lower portion of screen
	Pause the game
	Press the pause button in upper portion of screen
	Resume the game
	Press the resume button that appears after user has paused game
	Change layout and size of user controls
	Go into settings portion of app to modify settings to user's liking

Product Backlog

Story ID	Story	Story Points	Priority	Status
S1	Allow user to navigate easily through main menu	3	2	Not completed
S2	Allow user to play the game with easy to use controls	15	1	Not completed
S3	Allow user to pause the game while in the middle of playing it	2	3	Not completed
S4	Allow user to resume the game after they have paused	2	4	Not completed
S5	Allow user to modify settings like user controls to their liking	3	5	Not completed
S6	Allow user save high scores	4	6	Not completed

Sprint #1

Sprint Backlog

Story ID	Story / Task	Estimated Hours	Actual Hours
S1	Setup android studio project and startup activities	1	
	Determine if game needs loading screen to show during the loading of game assets	1	
	Design main menu ui	1	
	Code main menu ui	2	
	Test main menu ui and app startup	2	
S2	Determine best algorithm for game loop	1	
	Code game loop	2	
	Test game loop with placeholder animations	2	