Guardian of Earth

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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 |  |