**Table: the game**

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| **Ranking** | **Feature Number** | **Name** | **Description** | **Priority** | **Difficulty** | **Risks** | **Breakdown** |
| 1 | 4a | Combat system: units | Determining unit strengths and weaknesses versus enemy units | High | High | Requires animation system | [Doc](https://docs.google.com/document/d/1FgLfPgQ6YFPLjrXDs2zu9tAZSXwoXWhG-sJ0twRUkOc/edit) |
| 1 | 4b | Combat system: buildings | Determining building strengths and weaknesses against enemy units and buildings | High | High | Requires animation system | [Doc](https://docs.google.com/document/d/1FgLfPgQ6YFPLjrXDs2zu9tAZSXwoXWhG-sJ0twRUkOc/edit) |
| 1 | 4c | Combat system: special attack | Special attack that has some global effect | Medium | High | Requires interaction with unit and building combat systems (modifier) | [Doc](https://docs.google.com/document/d/1FgLfPgQ6YFPLjrXDs2zu9tAZSXwoXWhG-sJ0twRUkOc/edit) |
| ~~2~~ | ~~1a~~ | ~~Pre-battle card selection~~ | ~~Player selects their battle card set before the match~~ | ~~High~~ | ~~Medium~~ | ~~How many cards? Will require lots of UI/UX~~ | [~~Doc~~](https://docs.google.com/document/d/1g1L_55D1MclB8UvxJCV8but9V8BUzPreNljDSwIGLng/edit) |
| 2 | 1b | In-battle card selection | Player selects their card in game | High | Medium | How many cards? +Requires animation system | [Doc](https://docs.google.com/document/d/1g1L_55D1MclB8UvxJCV8but9V8BUzPreNljDSwIGLng/edit) |
| 3 | 2 | Winning conditions based on health | Determining which player plays the game | High | Medium | Balancing | [Doc](https://docs.google.com/document/d/1-4WZ2ORJ6m8U_Dg4x-9CUci5B_IVV_UR4VfMbMrYZt0/edit) |
| 4 | 3 | Multiple lanes | Player can select which lane to place a unit or building | High | High | Requires animation system and selection system | [Doc](https://docs.google.com/document/d/1W_ureKatnolHIZCjx5ciNe8OWUa9-Mg4hD183l5fphM/edit) |
| 5 | 5 | Energy generation | Energy is generated by hurting the enemy and passively every second | High | Medium | What rate to generate? How much to start with? | [Doc](https://docs.google.com/document/d/1q4v4FWM8ZJhx4_7i2mlzL44jdBfqyRXYgx5r1AAHDwg/edit) |

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| 6 | 7 | Wager system | Player selects a wager to bet on the match | High | High | What to do if no one matches wager  Are there limitations? | [Doc](https://docs.google.com/document/d/1s2vlU4hDC3XoXjrUxEN9wuZiR-xw8k85BXUxTEhMLe4/edit) |
| 7 | 13 | Matchmaking System | Matches players with those close to them in skill level to give them a competitive experience | High | Medium | Speed of matchmaking  Jeopardizing match quality based on number of people playing | [Doc](https://docs.google.com/document/d/1Ns9dIfx_7Ieo0QNvcg7mYbDvkSrEV2OJR0zrAmHLMqo/edit) |
| 9 | 12a | Animations - Card selection | Selecting a card transforms it into the unit/building in the lane selected | High | Medium | Speed of animation, level of detail, is the animation helpful visual feedback or a distraction? | [Doc](https://docs.google.com/document/d/1Olz5uUN7yvPnMrrm2LeVVb3z2NTsPxNyBb4E2fYAeKU/edit) |
| 9 | 12b | Animations - Unit movement and combat | Units placed in lanes move towards their target until they are destroyed | Medium | Medium | Speed of animation, level of detail, is the animation helpful visual feedback or a distraction? | [Doc](https://docs.google.com/document/d/1Olz5uUN7yvPnMrrm2LeVVb3z2NTsPxNyBb4E2fYAeKU/edit) |
| 10 | 11 | Deck storage | Player has a global deck that they pull cards from to form their battle sets | Medium | Low | How to tie deck to player? Via account or just stored to local data? | [Doc](https://docs.google.com/document/d/1LHA1ufr3m1ZkjG41tvvkTI_Aqf4A18tOhMHDdT43QA8/edit) |
| 11 | 8a | Turn timer | Player has 3 seconds to make a move | High | Medium | What happens if player does nothing? Is there a default action? | [Doc](https://docs.google.com/document/d/1JbnRNRm20bGaykl7wd8Lxmy_U8VNQSuVeZo7BnoWzHQ/edit) |

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| **Ranking** | **Feature Number** | **Name** | **Description** | **Priority** | **Difficulty** | **Risks** | **Breakdown** |
| 11 | 8b | Match timer | Battle is limited to X minutes | High | Low | Is time given enough/too long? | [Doc](https://docs.google.com/document/d/1JbnRNRm20bGaykl7wd8Lxmy_U8VNQSuVeZo7BnoWzHQ/edit) |
| 12 | 12c | Animations - Buildings and combat | Buildings with modifiers show animations and their effects | Medium | Medium | Speed of animation, level of detail, is the animation helpful visual feedback or a distraction? | [Doc](https://docs.google.com/document/d/1Olz5uUN7yvPnMrrm2LeVVb3z2NTsPxNyBb4E2fYAeKU/edit) |
| 13 | 10a | AI Shop - Buy | Player can visit the AI shop and buy cards | High | Medium | How to store data? When to update with new cards? | [Doc](https://docs.google.com/document/d/1fM4ANvvj1G6cKLPM_QTGVLvRmTlxtvrKDi2s0Rp2GnM/edit) |
| 13 | 10b | AI Shop - Sell | Player can visit the AI shop and sell cards | High | Medium | Should you keep the cards in storage to buy again? | [Doc](https://docs.google.com/document/d/1fM4ANvvj1G6cKLPM_QTGVLvRmTlxtvrKDi2s0Rp2GnM/edit) |
| 14 | 12d | Animations - special attack and combat | Special attack shows animations and effects | Medium | Medium | Speed of animation, level of detail, is the animation helpful visual feedback or a distraction? | [Doc](https://docs.google.com/document/d/1Olz5uUN7yvPnMrrm2LeVVb3z2NTsPxNyBb4E2fYAeKU/edit) |
| 15 | 6 | Faction selection | Player selects a faction that determines card names and animations | Medium | Medium | Will need to update animations and card names to match the selected faction | [Doc](https://docs.google.com/document/d/1uqbY3svqhgXotwYZa6siFisRslGPwf-BoFyopfPThDs/edit) |

**OUT OF SCOPE**

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| **Ranking** | **Feature Number** | **Name** | **Description** | **Priority** | **Difficulty** | **Risks** | **Breakdown** |
| 16 | 9 | Map selection | Players can change the world setting of their battles | Low | Medium | How many should we have? Should locations of the bases and buildings change? |  |
| 17 | 14 | AI Practice Mode | Players can practice their skills against an AI if they don’t want to play against other people | Low | High | One AI or multiple skills? How should AI behave in battle? |  |
| 18 | 15 | Ranking system | Players can play for their rand in the world or district | low | Medium | How should the rank be defined?  How many part of ranking should be divided? |  |

**Removed During Alpha**

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| **Ranking** | **Feature Number** | **Name** | **Description** | **Priority** | **Difficulty** | **Why Removed** |
| 2 | 1a | Pre-battle card selection | Player selects their battle card set before the match | High | Medium | Do not have time to design enough cards to support this system, and decided to spend time on features with higher priority. |
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