Sprint 3 Requirements Artifacts

Team Number: 12

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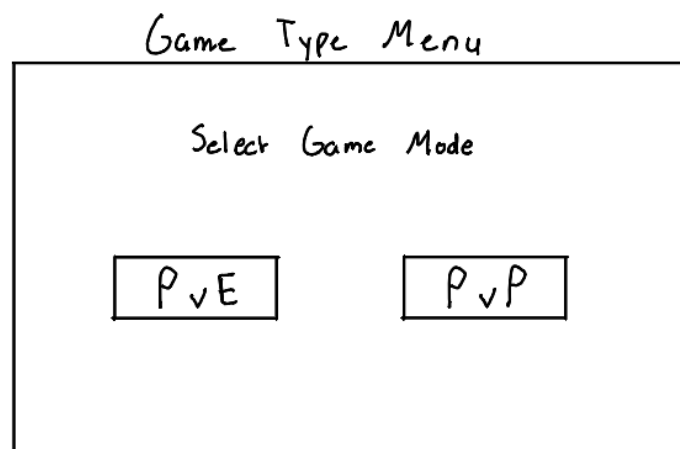---

Ordered by Requirement ID

1. PvP

   Player experience:

   - At least 2 players can play together on a system
   - Players pass through the different map layouts
   - Score is tracked between the players based on who beats the other each round
   - Win screen shows at the end to state the winner

2. Game Type Menu (PvE or PvP)

3. PvP Menu

PvP Menu

Player 1: ——————— Ready? ☑

Player 2: ——————— Ready? ☐

4. <u>Music</u>

Music variations:

- Slightly change music between screens
- Music speeds up between levels or between difficulties
- Round win music on transition screen
- Round loss music on game over screen

5. <u>Sound Effects</u>

Actions that need sound:

- Player shot
- NPC shot
- Player placing mine
- NPC placing mine
- Bullet ricochet
- Bullet destroys tank
- Mine detonates
- Mine destroys breakable wall
- Mine destroys tank