Sprint 3 Requirements Artifacts

Team Number: 12

Team Members: Kai Achen, Andrew Mcferrin, John Newman,

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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)

A screen shot of a game

Description automatically generated

3. PvP Menu

A white board with black text

Description automatically generated

4. Music

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. Sound Effects

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