

# Initial project goals/vision

We were all agreed upon making a side scrolling shooting game. There were however many different suggestions on what it would be like.

Suggestions for themes involved a space theme, a fantasy theme, an aviation theme etc.

Suggestions for maps involved an arcade-mode to unlock maps, gear etc, with the option to just play normal game. Other suggestions involved an infinity map which was randomly generated. Everyone agreed that a score was needed which should increase the further a user gets in the map and increase upon killing enemies. There were also different opinions whether to have obstacles in the maps or not.

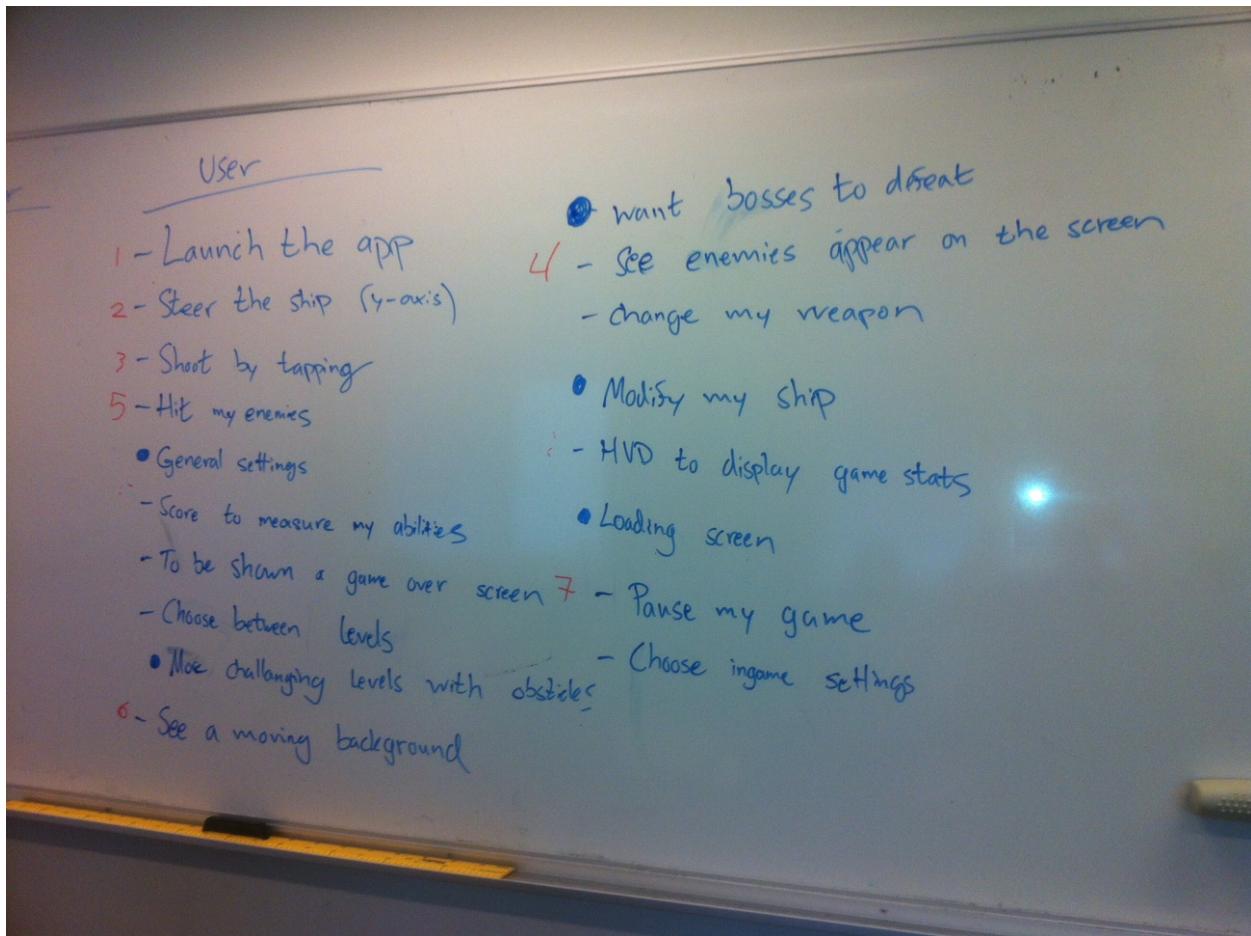
Eventually we all came to an agreement and wrote a product vision:

*"For users of Android touch devices at ages eight and up who are looking for accessible gaming entertainment at a high-quality level. Our product is a side-scrolling shoot 'em up game that offers rich environments with fast-paced flying action, challenging obstacles and enemies, combined with an upgradeable gameplay. Unlike other games in this genre, we offer a wide gaming experience at no cost."*

We decided for an aviation theme, maps with obstacles, some sort of AI bosses, upgradable gear, special abilities and attacks, and the ability to save your game to the cloud to sync with other devices. The topics discussed where assembled in this mindmap



After the main content of the game was decided we set up do create a few user stories and epics:



# Epics

## Game world

- Map
  - A user should have a map, with obstacle to collide with, to complete
  - There should be different maps to choose between, some easy, some difficult.
  - There should be different kinds of enemies in the way
  - There should periodically be intelligent bosses to defeat in the map
  - Nice original graphics

## **Player**

- Different weapons to choose
- Different special abilities
- Have these changes be reflected by the graphics

## **HUD**

- “Special actions”
- Stats

## **Tutorial**

- Some sort of interactive tutorial to show the user how to play the game

## **Achievements**

- Achievements that the user gets for completing certain things, could be global to compare with friends

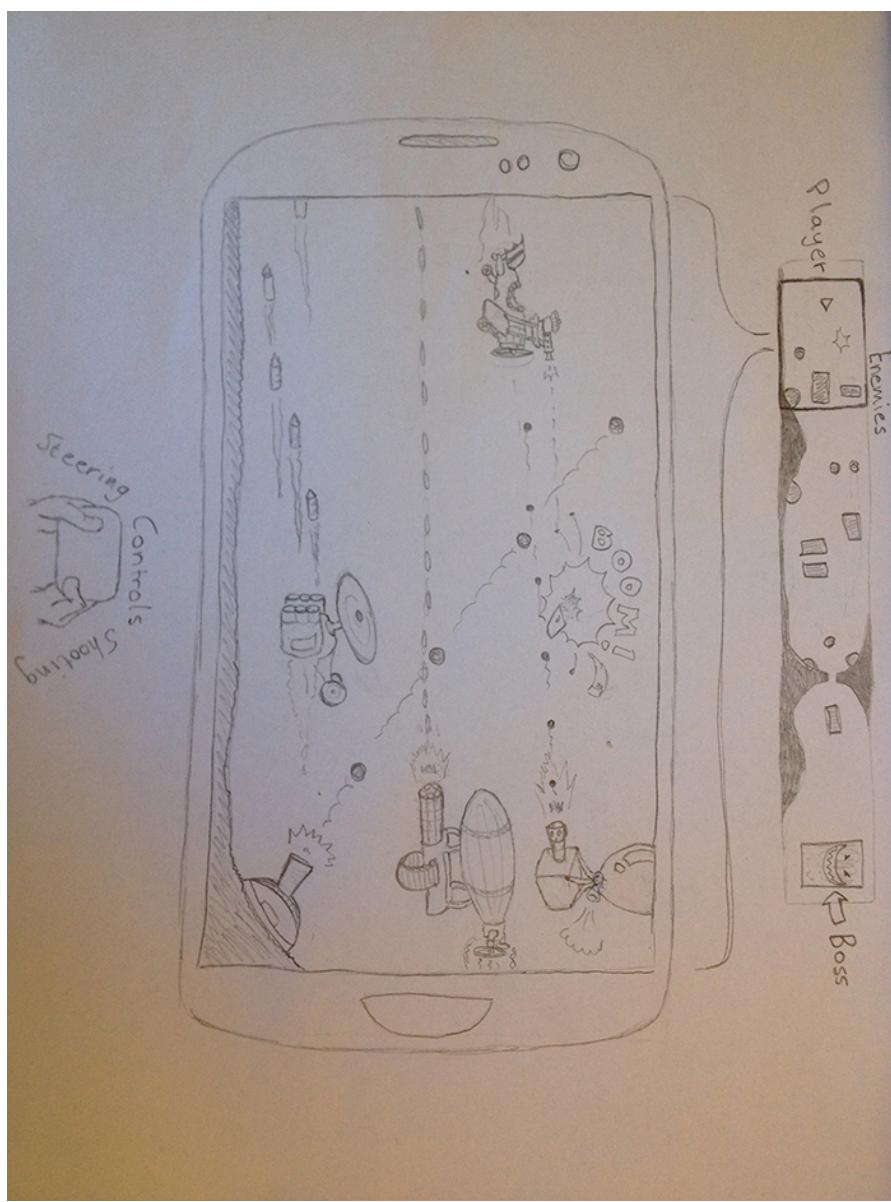
## **Menu**

- Show achievements
- Show global score/achievement list
- Settings both for in-game and general settings
- Choose loadout
- Navigate to in-game and out of game
- See a loading screen with a loading bar

## **Cloud**

- A user should be able to save a game in the cloud to load it in on another device.  
Or it should autosave so that a user could switch instantly between devices if a battery died etc.

A sketch was also drawn:



With all of this at hands, everyone was more or less on the same page of the goal and visions for the project.