

Project backlog

This documents contains all the requirements/user stories for the project. Items marked with green are finished, red ones are unfinished.

Users stories	Sprint #
● As a user I need to launch the app in order to play the game	1
● As a user I need to steer the ship in order to navigate	1
● As a user I want to shoot by tapping, to be able to kill enemies	1
● As a user I need to see enemies appear on the screen, in order to get a challenge	1
● As a user I need to be able to kill enemies, to survive	2
● As a user I want to be able to get hit by enemies, for a more challenging game play	2
● As a user I want to pause my game for times when I need to focus elsewhere	2
● As a user I want different enemies for a varying gameplay	2
● As a user I want a few different weapons to be able to defeat all enemies	2
● As a user I want obstacles in the game in order to get a more challenging game play	3
● As a user I need to be able to die in order for the game to have any meaning	3
● As a user I want a game map that keeps on going in order to have a long lasting entertaining game	3
● As a user I need to be able to modify my ship to defeat certain and get a varying gameplay	2
● As a user I want bosses to defeat for a harder game play and to feel a sense of accomplishment	3
● As a user I need to enable power-ups for my ship for when I am in a tricky situation and need special abilities	3
● As a user I need to change general settings to adjust the game for my personal needs	4
● As a user I want Score to measure my abilities	4
● As a user I need a visual "game over" screen to be able to restart och go to the main menu	4
● As a user I need HUD (heads up display) in order to see my score and my health points	4
● As a user I want to choose in-game setting while playing to correct sensitivity etc	4
● As a user I want to be displayed a loading screen while the game is loading, to see the progress	4

- As a user I want to hear sound effects in order to use my hearing sense for when I can't look 4
- As a user I want to head background music to enhance my gaming experience 4

Epics

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

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.