Sprint 2 Game Version

* Top down shooter
* One player vs. One player
* Player objects shoot projectiles at rater of clicks/taps
* Player objects move about the screen and have rotational movements
* Player objects have health bars at a fixed position above the object
* Player loses round when health bar hits 0
* Game is over when one round is over
* Screen is fixed in one position
* Played through the browser
* Login Screen (No saved credentials, just for username)
* Matching Screen (player waits to be matched against one other player)
* Game starts on match success
* Client disconnect means game is over and the disconnected client loses
* Game timer, when game timer is reached game is over, Tie
* When game is over connected clients are sent back to matching

Customer Profile

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| Name | Derick | Kyle | Jordin |
| Age | 18 | 21 | 25 |
| Occupation | N/A | Student | Gamer |
| Home Life | Lives with Spinster Mom | Rents Apartment | Long term saving for house one day, rents |
| Education | High school | Obtaining Associates | High school |
| Activities | Perpetual state of being too lazy to get up and eat, plays video games | Eats spaghetti made the day before out of the pot | Works part time, avid gamer |
| Ultimate Goal | Not to ever have goals | Make it one day in I.T. | Famous Gaming Youtuber |