

Summary of the system

The system that our team will be working on during the semester is a click based game that is quite similar to rock, paper, scissors game. The core of the game is that there is player 1 and player 2. One player has to chose 2 positions to attack, the other player has to chose 2 positions to block. The player who scores the most hits in number of rounds wins. The foundation of the project is quite simple, however our team will develop a lot of various functionality around the game. The examples of these functions are: Live chat system, Character progression (level, power, health), Other combat functionality such as dodge chance and critical strike chance, Add item drops after each round and many more...

Additionally, our team would like to develop a multiplayer option, to allow 2 players to be able to play against each other from different computers. Various 2D/3D animations will also be added to visually represent the combat during gameplay, as well as an appealing user interface and game menus.

User Scenarios for all User Types

1. John is a frequent flier and spends a lot of time waiting for his flight in the airport. He logs into the game to play and have some fun. John like to immerse himself into the game, and it's his favourite way to pass time.
2. Daniel opens the game for the first time, and decided to register an account using his Facebook. He also secures his account using phone verification.
3. Laura has played the game a few times now, she opened her profile and filled in the personal data there. Laura changed profanity filter to OFF, because she does not like foul language.
4. Denis struggles to understand the game, so he patiently follows the tutorial guide. He reads every single tooltip clearly and learns how to play the game efficiently.
5. Jennifer spends a lot of time on social media. Recently she has been enjoying the game and decided to share her progress through a post. She navigates to socials tab and posts her character level to Facebook.
6. Jake has a couple of friends that play the game, and he added them all to a friend list. He regularly logs in to the game to check his friend's progress, and sometimes, challenge them to a duel.
7. Justin has sensitive eyes, so in his game settings he has chosen dark mode option, which changes his game UI to a darker interface. Justin is also not a fan of numerous notifications popping up when he is not playing, so he turned all notifications off.

8. Eugene likes to play around in the character creation screen, he creates an orc and allocates all attribute points into strength. There are many character features to choose from, so Eugene makes the best looking fantasy character.
9. There has been a battle going on for five rounds, and Damien chooses to attack head and legs. His opponent Sean blocked legs, however he left his head unprotected and got hit for 25 health points. Sean reached 0% health and lost the battle.
10. During one of the battles, Peter receives a taunting message in the live chat. He mutes his opponent to avoid further distractions during the combat and sends him an angry emoji reaction.
11. Carlos has been a part of a long, on-going battle that went on for over 10 rounds. He forgot what happened in some of the rounds, so he opens Gameplay log and scrolls up to see where he blocked and hit his opponent.
12. Victoria has been a long time user, and she has reached very high levels on her character. Her character has very rare items equipped, giving her a lot of defence and stats. She also has passive bonuses such as dodge and critical strike chance.
13. Bryan is an admin in the game. He regularly checks forums to see if anyone has been flagged for cheating. Bryan also reads bug reports and player suggestions, and passes the information to the development team.

User Scenarios for all User Types

User activities	Onboarding		Introduction to game			Create character	Gameplay					Community
User tasks	User registration	Personal data	Tutorial	Socials	Settings	Race Attributes Parameters	Enter gameplay	Live chat	Data Gameplay log	Advanced features	Forums Updates	
Release 1	Sign up using email	Nickname	Tutorial/guide on/off	Post on social media	Dark/Light mode	Character creation screen	Select Attack/Defense	Communicate with opponent	Display previous attacks/defense	Character level-up	Check developer updates	
	Sign up using Google account	Receive newsletter	Show tooltips	Add friend	Bind keys/mouse	Select char features	Keep track of health points	Send emoji	Display remaining health	Stats increase	Check player posts	
Release 2	Sign up using Facebook	Display personal information on account?	Start game	Search friend	Show notifications	Select class	Inspect opponent	Quick react (e.g. Angry face, Laughing)	Display damage taken/caused	Item drops	Player suggestions	
	Phone verification	Profanity filter on/off		Friends from facebook	Security and privacy	Select attributes	Inspect opponents personal data	Mute opponent	Display system messages	Critical chance	Bug report	
		Update personal data		See friendlist	UI Settings/Resolution		Forfeit	Report through chat	Display error messages	Dodge chance	Screenshot upload	
						Check opponents items			Inspect previous games	Win streak	Report cheaters	
User stories	As a frequent Facebook user and someone who launched the game for the first time, I want to be able to sign up using my Facebook account.		As someone who played the game a few times now, I want to open my profile and fill in the personal data there. I need to change profanity filter to OFF, because I do not like foul language.		Since I have sensitive eyes, I need to enable dark mode as soon as possible. I'm glad there is such an option in the settings menu.		There has been a battle going on for five rounds, and I have chosen to attack head and legs. My opponent blocked legs, however he left his head unprotected and got hit for 25 health points. He then reached 0% health and lost the battle.		During one of the battles, I received a taunting message in the live chat. I instantly mute my opponent to avoid further distractions during the combat.		I am an admin in the game. I regularly check forums to see if anyone has been flagged for cheating or behaved poorly. I also read bug reports and player suggestions, and pass the information to the development team.	