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| --- | --- | --- | --- |
| Feature | Points | Priority(Extra, low, medium, high) | Implemented |
| Spread Sheet | 2 | H | / |
| Game Design Document | 4 | H | / |
| Presentation | 3 | H | / |
| Background Concept | 3 | H | / |
| Enemies Concept | 3 | H | / |
| Background Creation | 4 | H | / |
| Room Design | 6 | H | / |
| finish deliverables for CW1 | 2 | H | / |
| Room Integration | 4 | H | / |
| Character Concept | 3 | H | / |
| Program Movement | 2 | H | / |
| Enemies | 3 | M | / |
| Character | 7 | H | / |
| Program First Enemy AI | 3 | M | / |
| Program Animation for Enemy | 5 | L | / |
| Movement Animation for Character | 6 | M | / |
| Movement Animation for Enemy | 2 | L | / |
| Program Attack | 4 | M | / |
| Program Enemy Attack | 5 | M | / |
| Program Health | 3 | M | / |
| Boss Room | 4 | H | / |
| Program Pickups | 3 | M | / |
| Program Ammo Types | 4 | M | / |
| Room Creation Lobby | 8 | E |  |
| Program Boss | 7 | H | / |
| Projectile Design | 2 | H | / |
| Projectile Creation | 4 | H | / |
| Boss Concept | 2 | H | / |
| Program Second Enemy AI & Attack | 7 | E |  |
| Projectile Integration | 4 | H | / |
| Program Animation for Character | 2 | M | / |
| Boss | 4 | H | / |
| Projectile Program | 3 | H | / |
| Ammo Change Creation | 3 | M | / |
| UI | 2 | M | / |
| Debug/Testing | 4 | H | / |
| Main Menu | 2 | L | / |
| Controls | 2 | L | / |
| Working Build | 1 | H | / |
| Additional Needs | … | E |  |

High = 79 Points

Medium = 40 Points

Low = 11 Points

Extras = 8 + … Points

Total = 120 Points (without extras)

Sprint 1(30)

As a developer I want a Spread Sheet because I want to see what needs to be done each sprint - 2

As an investor I want a Game Design Document because it makes the concept of the game clear - 4

As an Investor I want a Presentation because I want to understand the concept of the game - 3

As a visionary I want a Background Concept because it will allow me to see my game being created - 3

As a visionary I want Enemies Concepts because it will give a general idea of the enemy appearance - 3

As a Visionary I want a Character Concept because I can then see the character becoming real - 3

As an Investor I want finished deliverables for CW1 because then I can review the idea – 2

As a Visionary I want a projectile concept because I want to see the projectiles becoming real – 2

As a programmer I want a projectile created because I need something to program within the project – 4

As a developer I want a background created so that I have something to look at in the game - 4

Sprint 2(32)

As a designer I want a room design so that there is something to put into the game - 6

As a developer I want Room Integration because I can then begin programing - 4

As a Player I want a moving player because then I can move around the world - 2

As a Player I want a character because I want to see who I'm controlling - 7

As a player I want Enemies because I need a goal within the game - 3

As a player I want the enemies to move because I want a challenge in the game - 3

As a player I want to attack because I need to be able to kill the enemies – 4

As a player I want health so that the enemy can kill me - 3

Sprint 3(30)

As a Developer I needed to program the Pickups so that items could be picked up - 3

As a developer I want to integrate the created projectiles into the project - 4

As a player I want to fire projectiles because I have a spray in my hand - 3

As a player I want the enemy to attack me because the game would have no challenge without it - 5

As a designer I want the game to be challenging so I created a concept for a boss enemy - 2

As a Designer I want a place for the boss so I created a boss room - 4

As a Visionary I wanted multiple ammo types so that there was more strategy in the game - 3

As a visionary I wanted limited ammo of each type so pickups were required – 2

As a player I needed a way to change ammo type so that I could use all the different types – 2

As a player I want a main menu to see before jumping into the game – 2

Sprint 4(28)

As a player I want to know the controls for the game before playing – 2

As a programmer I wanted to create a challenging boss so I gave him different phases - 7

As a designer I created projectiles from the design so that the boss had something to fire - 4

As a designer I wanted animations for the character so I began creating them – 8

As a programmer I had to integrate the enemy animations - 2

As a Player I want the game to have a UI so that I can see what’s going on in the game -2

As a programmer I want to debug and test the game before launch so that the game is as high a quality as it can be - 4

As an Investor I want a working version of the product so that I can see what has been done – 1

