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User Stories

Objective 1: Update HUD/UI icons to be less blocky, and more streamlined

Objective 2: Create customizable visual displays for user (i.e weapon skins, UI, HUD)

Objective 3: Implement additional interactive objects for user (i.e new weapons, and items)

Story No.	Obj No.	Requirement
C4P-12	1	As a player of open tournament, I would like increased interactivity / upgraded icons for user HUD so I can have an overall better, more complete experience with the game.
C4P-7	2	As a player of open tournament I want to have a weapon skin outline / icon for my currently equipped weapon in my HUD so I can know which weapons are available to me, opposed to those weapons I have not picked up.
C4P-8	2	As an individual who works with, and upgrades the visuals of open tournament I want functionality to change and import UI, HUD, and weapon skins so I can have a more customized, personal experience while playing the game.
C4P-11	3	As a player of open tournament I want implementation of recharge station functionality on desired maps so I can have a more diverse in game combat experience closer to the original unreal tournament games.
C4P-13	3	As a developer who works on the functionality of open tournament I would like a pick-up item that grants temporary invisibility so I can add layers of strategy with power ups, and more playstyles to the game.
C4P-14	3	As a developer who works on the functionality of open tournament I would like a pick-up item that grants temporary invincibility so I can add layers of strategy with power ups, and more playstyles to the game.
C4P-15	3	As a developer who works on the functionality of open tournament I would like a pick-up item that can project a holographic after-image to distract or disorient an opponent so I can add layers of strategy with power ups, and more playstyles to the game.
C4P-16	3	As a player of open tournament I want a gravity based weapon, capable of increasing or decreasing an opponents gravity so I can enjoy a greater variety of weapons in the game.
C4P-17	3	As a player of open tournament I want a teleportation based weapon, capable of teleporting opponents for creative kills so I can enjoy varied methods of combat in the game aside from the traditional point and shoot methods of first person shooters.

Task No.	Task

C4P-18	Complete and commit user stories document
C4P-19	Compile a design/requirements document
C4P-20	Create adequate documentation for changes made to open tournament
C4P-21	Design new skins, and textures to be implemented with the UI and HUD
C4P-22	Create 3d models for planned weapons
C4P-23	Create 3d models for planned pickups

Definitions:

U.I - User Interface. A series of screens, pages, and visual elements—like buttons and icons—that enable a person to interact with a product or service.

https://www.usertesting.com/blog/ui-vs-ux

H.U.D - Heads Up Display. An electronic display of meters and dials around the screen margins.

https://www.dictionary.com/browse/heads-up-display

after-image - a visual illusion that appears as a delayed image of a given player/opponent.

First Person Shooter- a type of video game whose gameplay involves shooting enemies and other targets and in which a player views the action as though through the eyes of the character they are controlling.

https://www.oxfordlanguages.com