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| **Group** 13 | Open Tournament |
| **Team members:** |  |
| *Matt Mercer* |  |
| *Ryan Nicolai* |  |
| *Daniel Curto* |  |
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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)

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| 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-8 | 2 | As an individual who works with, and upgrades the visuals of open tournament I would like to create a customization menu for HUD, and Weapon skins so I can have an easy to use layout to eventually customize my experience |
| 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. |
| C4P-34 | 2 | As an individual who works with, and upgrades the visuals of open tournament I would like to implement functionality to actually change visuals from the menu created in C4P-8 so all players can have options to customize their gaming experience |

**Tasks In Backlog**

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| Task No. | Title / Description | Assigned To |
| C4P-26 | Increase size of crosshairs for better visibility | Daniel Curto |
| C4P-25 | Upgrade icons beyond basic pictures | Matthew Mercer |
| C4P-28 | Create custom crosshairs for the UI | Daniel Curto |
| C4P-29 | Work on UI customization layout | Ryan Nicolai |
| C4P-30 | Create Studio Menu | Ryan Nicolai |
| C4P-31 | Add option to select studio menu | Matthew Mercer |
| C4P-38 | Add functionality to switch between weapon skins while in the studio menu | Matthew Mercer |
| C4P-32 | Create new weapon skins for the studio menu | Daniel Curto |
| C4P-37 | Populate UI customization menu with at least 2 icon options to test functionality to switch between UI skins. | Ryan Nicolai |
| C4P-38 | Finish populating UI customization menu with icon options for health, ammo, and shields. | Ryan Nicolai |
| C4P-35 | Add UI customization functionality to switch between UI icons | Ryan Nicolai |
| C4P-36 | Implement functionality to the studio menu to import new weapon skins | Matthew Mercer |
| C4P-22 | Create 3d models for planned weapon additions to game | Daniel Curto |
| C4P-23 | Create 3d models for planned pick-up additions to the game | Matthew Mercer |
| C4P-41 | Implement new invisibility pickup functionality | Unassigned |
| C4P-42 | Implement new invincibility pickup functionality | Unassigned |
| C4P-43 | Implement new after-image pickup functionality | Unassigned |

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