Qix Game- CPS 406 W2025

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Product Backlog

Implemented

Stories	Effort	Estimate	Priority
The percentage of the field that has been claimed is shown		1	3
The player can move along the edges of the board	3	3	5
The player can initiate a push into the field	5	5	5
While in a push, the player can move freely around the field	1	1	3
A push is deemed successful when the player returns to the edge.	1	1	3
The edge changes to include successful incursions		3	3
Finding the right index to add the points of the border to		7	5
The player's incursion can be reset by the enemies	1	1	2

The player loses life when their incursion is reset	1	1	3
The player loses life when coming into contact with an enemy in a push	2	1	3
The Qix wanders randomly throughout the field	5	3	5
Qix find a player push line follows and calls other enemies		5	2
If the Qix touches the player during an incursion, the incursion resets.	2	1	2
The Sparc moves along the edge at a set speed and direction	3	3	3
The Sparc changes direction upon hitting the player or the start of an unfinished push.	3	3	3
The Sparc resets the player's push when hitting the start of an unfinished push.	3	1	3
The level is completed when the player claims a set amount of the original field.		1	1
After completing a level, the player progresses to more difficult levels		1	2
Future levels increase the number		3	2

of Qix and Sparcs based on the difficulty number			
Qix and Sparc speeds increase based on the difficulty number		1	1
Target area increases based on difficulty number.		1	1
Add some background music to the game	1	1	1
Add a death sound effect and animation for the player		1	1