

# Backlog TU/E CBL assignment backlog

\*notes: If an backlog element has to be used or is part of a different backlog element we use a color to indicate that they are related to each other.

- Use Custom Fonts

- o Demo:

Start the application: Go to any screen with text:

The elements use a custom font rather than the default one.

- Main Menu UI

- o Demo:

Start the application:

4 Buttons will display with the names: Play, Settings, Leave and Credits. You will also see the title of the game, the menu will automatically be resized to fullscreen.

- Play Button \* \*

- o Demo:

Start the application:

When pressed it opens a menu for the main game.

- Settings Button \*

- o Demo:

Start the application:

When pressed it opens a menu for the settings and files.

- Leave Button \*

- o Demo:

Start the application:

When pressed it closes the application.

- Credits Button \*

- Demo:

Start the application:

When pressed it opens a menu for the application's credits.

- Game Menu UI

- Start the application: Press "Play":

You will see 6 characters, 3 characters per player indicated by an image and some text that displays their status. You will also see a list with the purpose of keeping a log of the current games list of actions being performed. 5 Buttons each labeled "Fight, Act, Item, Spare and Defend". A shared list above the 5 buttons to let the user choose which type of a specific action they want to perform.

- Action Log List \*

- Start the application: Press "Play": Perform any action:

After performing an action the list on the GUI displays the action used and it's effects. For the demo, try attacking and the log should display the target attacked, if it hit and the damage dealt.

- Character Turn Choice List \*

- Start the application: Press "Play":

By pressing one of the 5 buttons in the Game Menu you will see the list's entries be replaced by entries corresponding to the character whose turn it currently is.

- **Character Actions \***

- Start the application: Press “Play”:

By selecting one of the options from the choice list you perform the corresponding action that it entails. In the demo we would like the user to use 1 of each of the action types if possible with the given time constraints but otherwise would recommend using one of the options from Fight and Item.

- **Winning the game \*\***

- Start the application: Press “Play”: