CSCI Project Part 1

Who:
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Title: MazeGame

Description:

Our program will be an android application similar to the arcade game Pac-Man. The program will be a 2 dimensional maze game where the player controlled character attempts to navigates the maze in order to collect coins. While collecting these coins the player must also be aware of the enemies that are pursuing their character and must take steps to avoid colliding with the enemies. In order to control the player character, the user will tilt their smartphone providing movement input to the program through the phone's accelerometer.

Vision Statement:

Create a functional, entertaining android game.

Motivation:
- Learn app Development
- Pass the class
- Show off a completed app

Risks:
- No one has used Google's Android Studio
- Group has very limited JAVA experience
- Group has no experience with Unity
- Limited graphics experience

Mitigation:
- Go over tutorials for Unity and Android Studio

VCS: Github

https://github.com/WarrenFerrell/3308Project_MazeGame

User Requirements			
ID	Description	Agile Sizing	Priority
UR-001	As a user I want to have a title screen so I can click links to access various functions	2	High
UR-002	As a user I want a screen to control volume	2	Low
UR-003	As a user, I want controls so I can move the character	5	High

Functional Requirements			
ID	Description	Agile Sizing	Priority
FR-001	Direct from menu to Game Arena	1	High
FR-002	Game Arena	3	High
FR-003	AI pathing	?	High
FR-004	Error Handling	?	Medium
FR-005	Movement around Arena	1	High

Non-Functional Requirements			
ID	Description	Agile Sizing	Priority
NR-001	Difficulty	3	Low
NR-002	Local Scoreboard	3	Low
NR-003	Global Scoreboard	8?	Low
NR-004	Score	3	Medium
NR-005	Sound	3	Low
NR-006	Advertisements	2	Low

Methodology: Agile, Scrum

Project Tracking Software: Trello, https://trello.com/b/lwJXsdOn

Project Plan: https://trello.com/b/mplDfJ9B