Team TowerZ

CSE 210 - W21

Prioritized Feature-list

# The third step is to use your wish list to create a prioritized feature list. If we had an infinite amount of time, we'd include all the features. But we don't. In this step, you rank the features according to their importance. Ask yourself the following questions to help you decide.

(1) means top priority, (2) means middle priority, and (3) means lowest priority.

(2) Main Scene:

* Start (1)
* Hi-Score (3)
* Help (2)
* Quit (2)

(1) Game Scene:

* Hero (1)
  + Melee (1)
  + Movement from user input (1)
  + Wall mechanic(2)
  + HP and Mana{or resources} (2)
  + Turret placing (3)
* Tower (1)
  + HP(1)
  + Cannon(2)
* Zombie (1)
  + Hp (1)
  + Movement (1)
  + Melee (2)
  + Waves (3)
* Score (3)
  + Display (3)
  + Update (3)

(3) Hi-Score Scene:

* Display Text (3)
* Back to Menu Button (2)

(2) Win Screen:

* Store High-score (2)
* Menu button (2)
* Message (1)
* Animation (3)

(2) Lose Screen:

* Score {Cannot store score if you lose} (2)
* Menu button (2)
* Message (1)
* Animation (3)