# User Stories

## Simple

As a player I want to be able to see my ship so that I can see what my ship looks like.

As a player I can fly around in a ship because it’s a space game.

As a player I want to be able to move around the scene so that I can explore the map.

As a player I want to be able to shoot my enemies so that they don’t kill me first.

As a stakeholder I want there to be lighting effects so that the game has more personality.

As a programming I want to procedurally generate asteroids with their own trajectory because I want players to always be on their toes trying to avoid asteroids.

As a client I want to be able to see Enemies chase the player because it will make the game more immersive.

As a user I want to have good collision with walls etc. because I don’t want to be able to see in side boxes or be able to walk through walls.

As a programmer I want to use shaders because I want the characters to have shades against asteroids.

As a programmer I want my asteroids to have physics applied to them because it will give a good effect when a player collides with them and they, fly away.

As a programmer I want to apply textures to all my objects because I don’t want my objects to look boring.

As a programmer I want to use a skybox because it will help with to optimise my game.

As a programmer I want a camera because I want the player to be able to see the game.

As a player I want to have a score element because I want to be able to have a sense of achievement.

## Advanced

As a programmer I want to include sounds and music because I want the player to have another feedback source apart from visual.

As a programmer I want to use advanced shader techniques because I want to test my skills and create better looking models.

As a user I want to have a settings menu because I want to be able to adjust some settings for example screen size, volume or key bindings etc.

As a programmer I want to have shadows because my objects to have a more realistic feel to them.

As a client I want to have dialog boxes because I want the game to have a story to go with them.

As a programmer I want to give an option for the player to be able to switch the camera position because it will allow the player to play the game from a different perspective for example, first person or third person and be able to see the ship’s skins.

As a programmer I want to have particle effects because I want the player to know when the ships are moving visually.

As a client I want fonts that match the theme because I don’t want a miss match of styles.

As a player I want to have currency because I want to be able to upgrade my ship or buy new skins.

# Game Requirements

## Simple WBS Reference

* 3rd person Camera 2.2.1.
* Player is a spaceship 2.4.
* Movement 2.4.1.
* Shooting 2.4.2.
* Lighting 2.3.
* Procedural generated asteroids with own trajectory 2.6.2.
* Enemies with AI 2.5.1.
* Collision detection 2.4.3.
* Simple Shader 2.4.4.
* Physics
* Textures 2.12.
* Skybox 2.13.
* Score 2.11.

## Advanced

* Sounds and music 2.7.
* Advanced shader techs 2.10.
* Settings 2.9.
* Shadow mapping 2.8.
* Dialog Boxes 2.14.
* 1st person camera option 2.2.2.
* Advanced particle effects 2.4.5. & 2.5.2.
* Custom Font 2.15.
* Currency 2.16.