Product Backlog

1. Features

Multi-platforms: IOS, Windows, Android, Mac;

The game character walks on the map, and using right-click the mouse to control the movements;

The character’s base is at the lower right corner, and enemies come from the upper left corner.

The enemies will follow a path, and they will keep trying to enter the character’s base;

Press “A” on keyboard to control the character to attack the enemies;

Three enemies enter the base means game over.

|  |  |  |  |
| --- | --- | --- | --- |
| id | feature | Estimation | Priority |
| 3 | Character movement | 6 | 1 |
| 2 | Character attack the enemies | 4 | 2 |
| 1 | Enemies come from upper left corner | 3 | 3 |
| 4 | Enemies try to enter the house | 2 | 4 |
| 5 | Three enemies enter the house ends the game | 5 | 5 |
| 6 | Game time | 2 |  |
| total |  | 22 |  |

1. Bugs

Once the game character enters the house, it cannot be seen on screen.

The movement of the character gets slows while it walks on the pit.