**7.2. User Requirements**

Here is the list of initial customer requirements. Related requirements are grouped only for ease of understanding. This is NOT the definition of the final product cast in stone. Rather, it reflects the product owner's initial vision of the product now and will have some inaccuracies in it. Therefore, always be prepared for requirements' changes. **You should convert all customer requirements to user stories to make your initial product backlog. Then, before every sprint, from the product backlog, you move some user stories and put them in the sprint backlog.** In this assignment, the stakeholders will be the assistant, the group and the other students, too. So, your group's product owner (a role that can be switched among you) should aim at the maximum return on the investment. Thus, your final work should try to satisfy the course requirements, be fun for you and perhaps win you the prize in the final presentation! To satisfy the course requirements, you should commit to at least two or three requirements per sprint. If you modify the requirements or add your own, the estimated work amount will be what counts. Thus, you cannot strip features without adding an equivalent amount of work. However, you are encouraged to be creative with the assignment and stand out in the final presentation.

* Customer Requirement 1:
  + When the application starts, it inquires the player's name.
* Customer Requirement 2:
  + After prompting the player's name, the game greets the player, tells a compelling background story and the game begins.
* It shall be a kind of point collection system during the whole game. Use your creativity.
* Customer Requirement 3:
  + When the game starts, it shows a player standing on a branch of a tree in a 2D play area. The play area consists of a tree, swinging vines (ropes), and grassland.
  + Some vines swing faster than others.
* Customer Requirement 4:
  + The player can jump from vine to vine.
  + If the player falls down, he will die.
  + After jumping some number of vines, the player jumps successfully to the next stage of the game from the last vine.
* Customer Requirement 5:
  + In the second stage, the play area consists of river, the player near the surface of the water, crocodiles, and bubbles.
  + Crocodiles swim against the player.
  + If the player hit a crocodile, he will die.
  + The player swims out of crocodiles’ way. He moves automatically, but can be steered, decelerated, and accelerated using keyboard.
* Customer Requirement 6:
  + Bubbles periodically rise from bottom of the river.
  + Bubbles can trap the explorer and carry him to the surface, potentially hitting crocodiles on the way.
  + An air meter indicates if the player needs to breathe or not. If the meter runs out, the player must return to the surface to breathe.
* Customer Requirement 7:
  + In the third stage, the play area consists of landslide, tumbling boulders, and the player.
  + There are two sizes of boulders: small rolling rocks and larger bouncing boulders. The boulder are moving against the player.
* Customer Requirement 8:
  + The player has to leap over the small rolling rocks.
  + The player can leap over or duck beneath large bouncing boulders.
  + The player runs automatically but can be decelerated and accelerated using keyboard.
  + If the player hit a boulder, he will die.
* Customer Requirement 9:
  + The last stage play are consists of cannibals, the player’s beloved wife, and the player.
  + Cannibals moves left and right.
  + The player have to jump over the cannibals to reach his wife.
  + If the player hit the cannibals, he will die.
  + Hitting the wife means tearful reunion, end of the game, and start of a happy life.
* Customer Requirement 10:
  + Each round of the game is given five lives at the start.
  + Whenever the player dies, one life will be reduced.
  + The number of remaining lives is shown to the user.
  + If all lives are used up, the game is over.
* Customer Requirement X:
  + Your favorite features ...