

# Prioritized Feature List

## (P1) Game scene

- (P1) Movement of the background and the bottom surfaces (gaps are present)
- (P1) Jumping ability of the character (with gravity)
- (P1) Animation of the character when jumping, running etc.
- (P3) Animation of the firestick burning
- Obstacles-
  - (P1) Gaps to jump over
  - (P1) Electric lasers (with movement towards the player)
  - (P3) Rockets (with movement towards the player)
  - (P3) Firestick
- (P2) Radian Crystals
- Collision detection with-
  - (P1) Gaps to jump over
  - (P1) Electric lasers
  - (P2) Radian Crystals
  - (P3) Rockets
  - (P3) Firestick
  - (P3) Powerups
- (P1) Lives left display (3 lives to start with)
- (P2) Score display (score depends on the number of Radian Crystals collected)

- (P3) Sound effects
- (P3) MEGA jump ability
- (P3) Teleportation of the player
- (P3) Powerups

## **(P2) Main Scene**

- (P2) Title of the game
- (P2) Start button
- (P2) Help and Options button
- (P3) Sound effects

## **(P2) End Scene**

- (P2) Score display
- (P3) High score display
- (P3) Time survived display
- (P3) Restart button
- (P3) Sound effects

## **(P3) Help and Options Scene**

- (P3) Information as to the controls of the game
- (P3) Option to change the volume
- (P3) Back button
- (P3) Sound effects

## **(P4) Story Scene**

- (P4) Story and information of the game (text and graphics)
- (P4) Play button
- (P4) Sound effects

# Version Guide

## V1

### Game Scene:

- Movement of the background and the bottom surfaces (gaps are present)
- Jumping ability of the character (with gravity)
- Animation of the character when jumping, running etc.
- Gaps to jump over
- Electric lasers (with movement towards the player)
- Collision detection with:
  - Gaps to jump over
  - Electric lasers
- Lives left display

## **V2**

### **Game Scene:**

- Radian Crystals
- Collision detection with the Radian Crystals
- Score display (score depends on the number of Radian Crystals collected)

### **Main Scene:**

- Title of the game
- Start button
- Help and Options button

### **End Scene:**

- Score display

## **V3**

### **Game Scene:**

- MEGA Jump Ability
- Teleportation of the player
- Rockets (with movement towards the player)
- Firestick
- Animation of the firestick burning
- Powerups
- Collision detection with:
  - Rockets
  - Firestick
  - Powerups
- Sound effects

### **Main Scene:**

- Sound effects

### **End Scene:**

- High score display
- Time survived display
- Restart button
- Sound effects

## **Help and Options Scene:**

- Information as to the controls of the game
- Option to change the volume
- Back button
- Sound effects

## **V4**

## **Story Scene:**

- Story and information of the game (text and graphics)
- Play button
- Sound effects