## Team Members

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## Product Backlog

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| **Feature ID** | **Feature** | **Description** |
| *BF001* | *Main Menu* | *Introduction Scene That allows the player to navigate between the game’s scenes* |
| *BF002* | *Game Levels* | *Series of levels or stages within the game* |
| *BF004* | *Animated Character* | *Character within the game that is animated* |
| *BF005* | *Game Camera* | *Mechanism responsible for rendering the game's viewpoint* |
| *BF006* | *Player Input* | *Functionality enabling player interaction with the game* |
| *BF007* | *Scoring System* | *System that keeps track of and rewards player scores* |
| *BF008* | *Sound Effects* | *Auditory elements enhancing the game's immersion* |
| *BF009* | *Project Export* | *Capability to export the game project for distribution or sharing* |
| *BF010* | *Complete Game* | *Fully developed and playable game encompassing all features* |
| *CF001* | *Character Control* | *Character should be able to move 360 degrees based on user input.* |
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