

Acceptance Criteria & Estimates

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The Product Backlog was written to describe initial functionality for the Civilizations of Space: Humanity’s Last Battle. It lists everything that the product owner and Scrum team feels should be included in the software they are developing in a scrum environment.

Build

* Players can only build structures if player has enough money.
* Players can only build certain structures if they are correct level.
* Players can only build bases on new planets if planet is conquered.
* Players can only expand map with money.
* Players can only upgrade structures with money.
* Some structure upgrades are locked until certain player level.
* Structure can only be built on map with enough space.
* New structures,structure types and structure attributes can only be added in updates.

Attack

* Players can only attack planets if the planet has generated first.
* Players can only attack planets that are of the same rank.
* Players can only go up in rank after a battle if they’re victorious.
* Players can select what soldiers they send into battle if they have selected all types.
* Players can only view the battle report after the battle has taken place.
* Players can only choose how many soldiers to send into battle if they have them.
* Players can only choose to colonise a planet if they were victorious in battle against them.
* Players can only choose to loot a planet if they’re victorious in battle against them.
* Developers can only generate new planets for players to attack if they have defeated the current ones.
* Developers can only generate harder planets for the user if they’re going up in rank.

Defense

* Player can only defend their planet if they are being attacked
* Player can only gain experience if they are successful in defending their planet
* Player can only purchase defense mechanisms if signed in
* Player can only purchase defense mechanisms if they have the right amount of money.
* Player can only use ground defense on their own planet.
* Developer can only access changes made by player and not edit them
* Player can only access armour description if signed in and on the relevant screen.

Upgrade

* Player can only upgrade if they have units or structures.
* Player can only upgrade if they have the required resources.
* Player can only upgrade if they are the required level.
* Player can only upgrade if they have the money to perform the upgrade.
* Player can only upgrade outside of combat.
* Player can only upgrade a unit once at a time.
* Player can only upgrade a unit they own.

Purchase Goods

* The store can only be accessed if the user is logged in.
* The items can only be filtered if a selection is chosen.
* The items can only be filtered of the user types in the filter.
* An item can only be added to basket if the user is a high enough level to use the goods.
* The player may only see items in the basket if they have added items.
* Multiple items can only be purchased at once if there are multiple items in the basket.
* Payment type can only be chosen if the user has added at least one item to their basket.
* Goods can only be accessed if they have been purchased.
* A receipt can only be issued if the player has purchased the goods and the transaction has been successful.
* The player can only access the goods purchased if they are signed in.
* Funds can only be transferred if the player has the sufficient amount.
* The player can only access the goods if they have paid and the transaction has been successful.
* Multiple transactions can only be carried out if the system is powerful enough.

Multiplayer

* Players can only battle other players if they are of the same rank.
* Players can only battle an opponent if they both agree
* Players can only battle if they have the appropriate resources
* Players can only be awarded if they are victorious or if the opponent leaves battle.
* Players can only battle opponents randomly selected by the system
* Players can only lose resources if they lose or agree to leave the battle
* Player can only get there resources back if the connection is lost or they rematch and win them back

Clan

* Clan can only be create by a player above level 10.
* Clan name must not be taken.
* Player must fill in all fields to create the clan.
* Clan can only go to war against another clan of similar power and size.
* Clan owner can only allow new members into clan.
* Player cannot join a clan if already in a clan.

Achievement

* Player must obtain achievement criteria to receive it.
* Player can only see hidden achievements after obtaining them.
* Player must be in menu to see achievements.
* Player can only view their own and friend’s achievements.

Profile

* Players can only give a description of themselves if they are logged in.
* Players can only see their stats from the game if they’ve played the game previously.
* Players can only change details if they have details that need to be changed.
* Players can start the game if they’re logged in.
* Developers can only send emails with new passwords if they’ve forgotten their password.
* Developers can only send promotional emails to players if they’ve signed up for that.

Market

* The player must be logged in to access the marketplace.
* Communication can only be carried out if players are buying or selling goods.
* An item can only be sold if the player has it.
* An item can only be purchased if the player has enough in game funds.
* A filter type must be applied for the used to filter the selection.
* The player must have the item to choose the price to sell it at.
* The player must have sufficient in game funds to purchase an item.
* The system must be competent and implement the required algorithms ensure transactions are carried out successfully
* Problems must be highlighted for them to be solved
* A suitable GUI must be created for the users to be presented with a competent homepage