

Product Backlog

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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.

We estimated the size of each user story with its acceptance criteria using the T-Shirt Size method. The estimates of size will be represented by a T-Shirt size, like the graph below, beside each user story.

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| --- | --- |
| **T Shirt Size** | **Story Point Value** |
| XS | 1 |
| S | 2 |
| M | 3 |
| L | 4 |
| XL | 5 |
| XXL | 6 |

Build

* As a player I want to build structures so that I can build bigger armies. (S)
* As a player I want to build a structure easily (L)
* As a player I want to build different types of structures. (L)
* As a player I want to see clearly my experience and Level so that I know of I can built a structure. (M)
* As a player I want to clearly see the build time for each structure. (S)
* As a player I want to see clearly space left on the map to build a new structure so I can plan my base better. (M)
* As a player I want each building to look different ie colour, style and size. (M)
* As a player I want to build new bases/structures on conquered planets. (XL)
* As a player I want to expand my base size by building/unlocking new map parts. (S)
* As a player I want to upgrade my structures so that they create better units or produce more resources. (M)
* As a dev I want to easily update structure attributes(output, input, armour, defenses). (S)
* As a dev I want to add new structure types with different outputs regularly. (M)
* As a dev I want each map to have different feels and looks. (M)
* As a dev I want to know how players build their bases and what structures they use most. (XS)
* As a dev I want there to be a huge catalogue of structures. (XL)

Attack

* As a player I want to attack other planets so that I can be victorious in battle.(XL)
* As a player I want to attack other planets so that I can go up in ranks.(M)
* As a player I want the option on whether to attack or not attack a planet so that I am not forced into attack a planet on a higher level.(S)
* As a player I want to select what soldiers I to want send in so that I can be victorious in battle.(S)
* As a player I want to choose how many soldiers to send in so that I can win the battle.(S)
* As a player I want to view the battle report so that I can see if I was successful or not.(M)
* As a player I want the option to colonise the planet if I’m successful so that I can expand my empire.(L)
* As a player I want the option to loot the planet so that I can take the resources after I win the battle.(M)
* As a dev I want to keep on generating new planets for the player to attack so the players don’t lose interest.(M)
* As a dev I want to make the newly generated planets harder to defeat than the previous one so that it’s competitive for the players.(M)
* As a dev I want to know what soldiers the players can access so that I can keep track on there progress.(S)

Defense

* As a player I want to defend my planet so that I can be victorious in battle.(XL)
* As a player I want to defend my planet so that I can go up in ranks(XL)
* As a player I want access to different types of armor to suit so that it suits the protection needed for my planet.(L)
* As a dev I want to keep track of the user’s defense mechanisms accessed so that I know if any problems occur I have access to all relevant information regarding the situation.(XL)
* As a dev I want the user to be given the option to input the quantity of armour they wish to purchase so that they have freedom to access the best needed to progress.(L)
* As a player I want to be able to keep update on the damage level on each defense mechanism used in battle so that I know which ones to upgrade or where to purchase more.(S)
* As a player I want accurate description when choosing the armour for battle so that I know which one is best suited for the current battle.(M)
* As a player I want catagories to be able to access each defense mechanism so that I am easily able to find the best needed.(S)
* As a player I want to have freedom of where I wish to use the armour purchased.(M)
* As a player I want to have the same purchased defense mechanism as it was once the game is saved and returned to.(XL)

Upgrade

* As a player I want to upgrade my Troops so that I can have a stronger army.(M)
* As a player I want to upgrade my structures so that I can have more resources available to me. (M)
* As a player I want to be able to see how much money and xp an upgrade requires.(XS)
* As a player I want to know how long an upgrade takes so i can plan my resources.(S)
* As a player I want to have the maximum upgrades so i can destroy strong planets.(XL)
* As a player I want to have the maximum upgrades so i can defend my own planet easier.(XL)
* As a dev I want there to be many upgrades available so players don’t lose interest.(L)
* As a dev I want the upgrades to feel unique so the player enjoys upgrading more.(M)
* As a dev I want the players to optimise their upgrades.(S)

Purchase Goods

* As a player, I want to easily access the store.(XS)
* As a player, I want to be able to navigate the store with relative ease.(XS)
* As a player, I want to be able to filter items by category.(S)
* As a player, I want to filter items by type.(S)
* As a player, I want to be able to add multiple items to my basket.(M)
* As a player, I want to access the basket at any time and then return to the store.(M)
* As a player, I want to be able to purchase multiple items within my basket at once.(M)
* As a player, I want to be able to choose my payment method, may it be pay pal, a gift card or credit card.(L)
* As a player, I want to be able to access my goods as soon as they have been purchased.(L)
* As a player, I want to be receive a receipt immediately, sent to my email.(M)
* As a player, I want to be able to access the purchased goods each time I sign into my account.(M)
* As a player, I want to be able to use the goods I purchased within the game.(M)
* As a developer, I want there to be a large catalogue of goods to keep the player happy.(L)
* As a developer, I want the store to be easy navigable to ensure the utmost user satisfaction.(L)
* As a developer, I want to ensure all payment methods work correctly and that the funds are transferred with ease. (XL)
* As a developer, I want the system to grant immediate access of goods to the user once payment is received.(M)
* As a developer, I want the system to be capable of carrying out multiple transactions at any given time, without crashing.(XXL)

Multiplayer

* As a player I want to be given the option to play a private multiplayer match so that I can potentially gain more resources.(L)
* As a dev I want to match the player to an opponent with similar ranking to make the game as fair as possible.(XL)
* As a dev I want to give the player the option to leave so that they don’t feel completely pressured to stay(L)
* As a dev I want to give the player his resources back if a connection problem arises so that they don’t feel punished for a problem that isn’t their fault.(S)
* As a player I want to gain resources if I win So that I get rewarded and am more likely to play and gain further in the game.(M)

Clan

* As a dev I want the creation of a clan to be simple and detailed. (L)
* As a dev I want to see how clans are created and how they function. (XS)
* As a dev I want to see how clans go to war. (XS)
* As a dev I want clan wars to feel bigger and like a new game. (XXL)
* As a player I want to create a clan easily so I can play the game with friends. (M)
* As a clan owner I want complete control over clan going ons. (M)
* As a clan owner only I can declare war. (S)
* As a player I want to be able to join a clan easily. (M)
* As a player I want clan wars to have bigger battles than the campaign. (XXL)

Achievements

* As a player I want to be able to see how I am doing in the game.(L)
* As a player I want to receive good rewards for hard to get achievements.(M)
* As a player I want to be able to compare my friend’s achievements with mine.(XL)
* As a player I want to get all the achievements.(S)
* As a player I want to feel successful when playing the game.(XS)
* As a dev I want the player to see how well they are progressing.(L)
* As a dev I want to reward the player for getting achievements.(M)
* As a dev I want to incentivize the player to play the game more.(L)

Profile

* As a player, I want to be able to describe myself on my profile so that other players can see information about me.(XS)
* As a player, I can see the stats in the game so that I can see how well I’m progressing.(M)
* As a player, I change any details about myself so that everything is up to date.(M)
* As a developer, I can see view the details about the player.(M)
* As a developer I can send emails to the player if they forget their password.(S)
* As a developer, I can send emails to the player about the game so they are kept up to date with the latest news, releases and offers.(XS)
* As a player, I can start the game whenever I’m ready so that I’m not rushed into anything. (M)

Market

* As a player, I want to be able to easily navigate the online marketplace(M)
* As a player, I want to be able to communicate easily with the other members within the marketplace(M)
* As a player, I want to sell my item or purchase an item(L)
* As a player, I want to ensure all transactions are undertaken with relative ease and that there are no confrontations(M)
* As a player, I want to be able to filter the items and view detail about the items(S)
* As a player, I want to be able to choose a price to sell my item for(M)
* As a player I want to be able to choose a price I want to buy an item for(M)
* As a developer, I want to be able to enable all users to easily navigate the marketplace(L)
* As a developer, I want to ensure that all the transactions are completed with ease(L)
* As a developer, I want to ensure all problems are dealt with quickly and efficiently(L)
* As a developer, I want to ensure all users can sell and purchase items(L)
* As a developer, I want the users to be presented with a competent home page when they access the marketplace(L)