

Online Game

Description

A 2D single player game where the player can move up to avoid obstacles when playing the game, pause and restart the game. The user has a nick that can be changed anytime, the sound settings can be changed as well as the character color. The high score is saved to a game wide leaderboard and is updated once a new record is made by the player and saved to each account.

The admin should be able to test the game, as well as all the features included to all regular players, but they can also add new users according to the access preferences and ban users as well.

Each player's points should be saved according to the unique nick of each player. Game wide high score leaderboard.

Scope

Who	Why	What
Player	Access and play the game.	<ul style="list-style-type: none">- Create an account.- Sign in.- Play the game.- Pause the game.- Select character features.- Change settings.- Access the leaderboard.- Return to the home page.
Admin	Access and play the game, change user access, create new users and ban users.	<ul style="list-style-type: none">- Sign in.- Play the game.- Pause the game.- Select character features.- Change settings.- Access the leaderboard.- Return to the home page.- Create new users.- Ban users.

Backlog

User Stories ID	Description	User Stories Points	Priority
GS1	As a user create an account	8	HIGH
GS2	As a user login to the game	8	HIGH
GS3	As a user customize the character color	5	LOW
GS4	As a user change the nick	3	LOW
GS5	As a user play the game	5	HIGH
GS6	As a user pause the game	3	MEDIUM
GS7	As a user retry the game after game over	5	MEDIUM
GS8	As a user access the leaderboard	1	LOW
GS9	As a user return to the home page	1	MEDIUM
GS11	As a user confirm the changes in a page	3	HIGH
AS1	As admin create new users for testing purposes	5	HIGH
AS2	As admin ban users from the game	1	HIGH
AS4	As admin return to the home page	1	MEDIUM
AS3	As admin access the leaderboard	1	LOW
AS5	As admin confirm changes in a page	3	HIGH
AS6	As admin test the game	8	HIGH
Total: 61 points			

Iterations	USID	Points/Iteration	Deadline
Iteration 1	GS1 + GS2 + GS5	21	March 28 th
Iteration 2	AS6 + AS1 + AS2 + GS11 + AS5 + GS8	21	April 11 th
Iteration 3	GS3 + GS4 + GS6 + GS7 + GS9 + AS3 + AS4 + AS7	19	April 28 th

Non-Functional Requirements

- Performance – it responds quickly to the users' commands.
- Availability – the online game is always available, except when there's an update to be made.
- Usability – the system is easy to use with clear buttons and what is in each page.

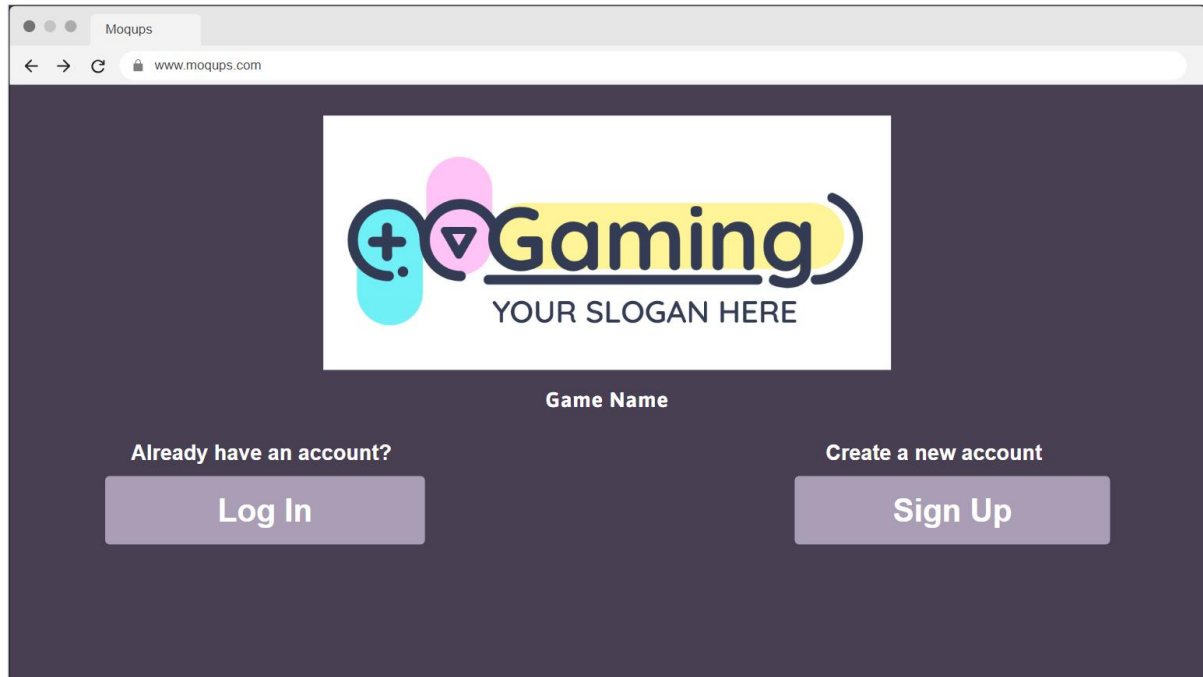


Figure 1 - Start Page

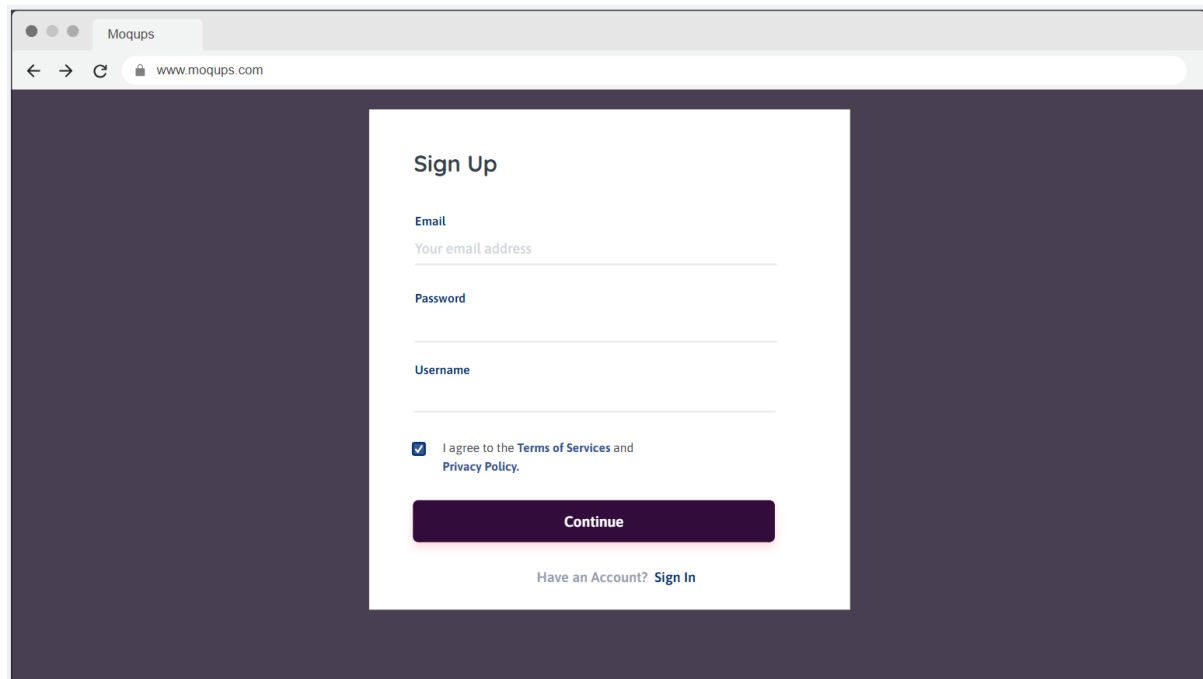


Figure 2 - Sign Up Page

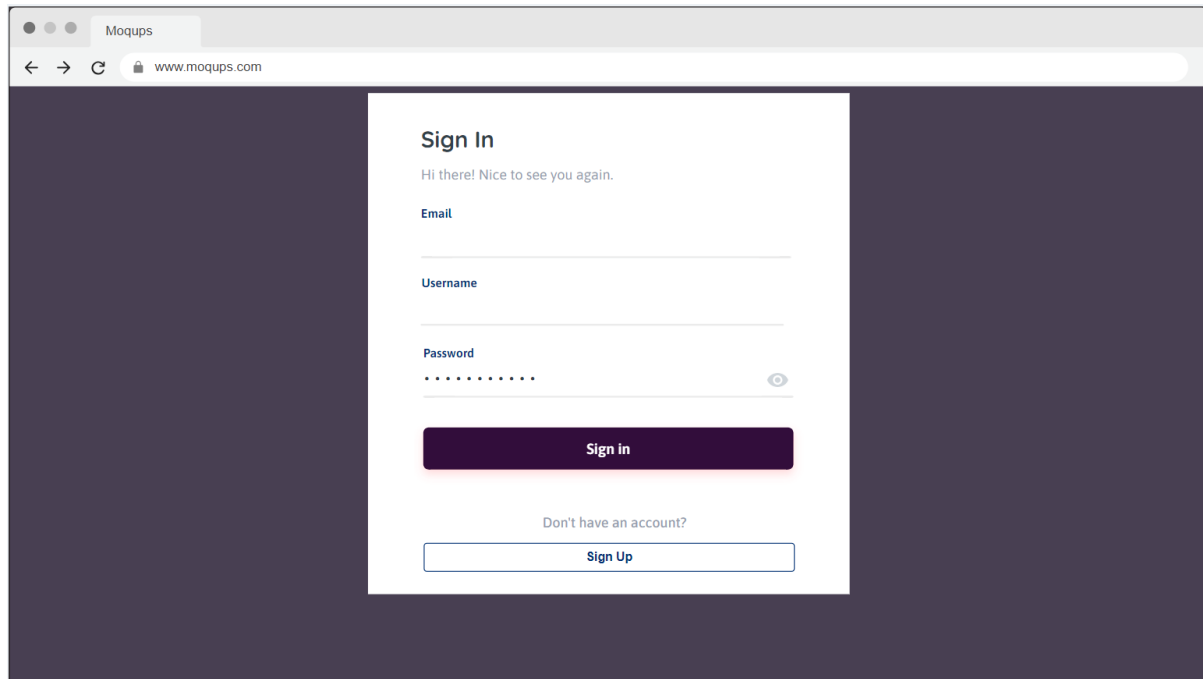


Figure 3 - Sign In Page

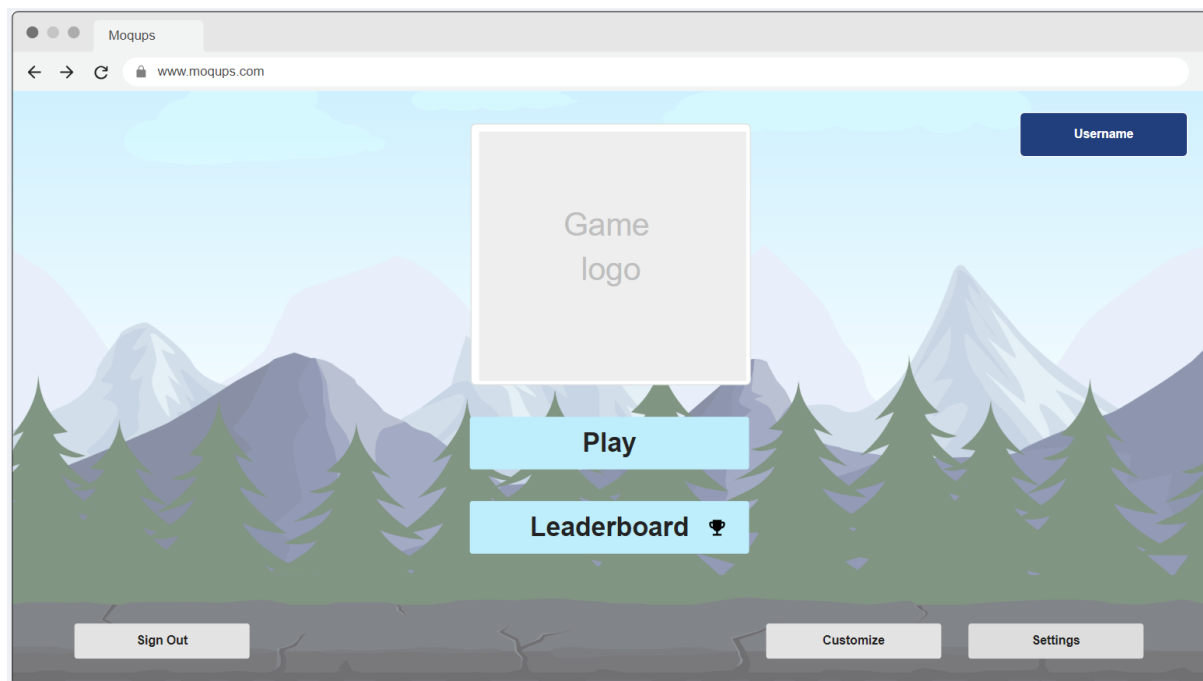


Figure 4 - Player Home Page

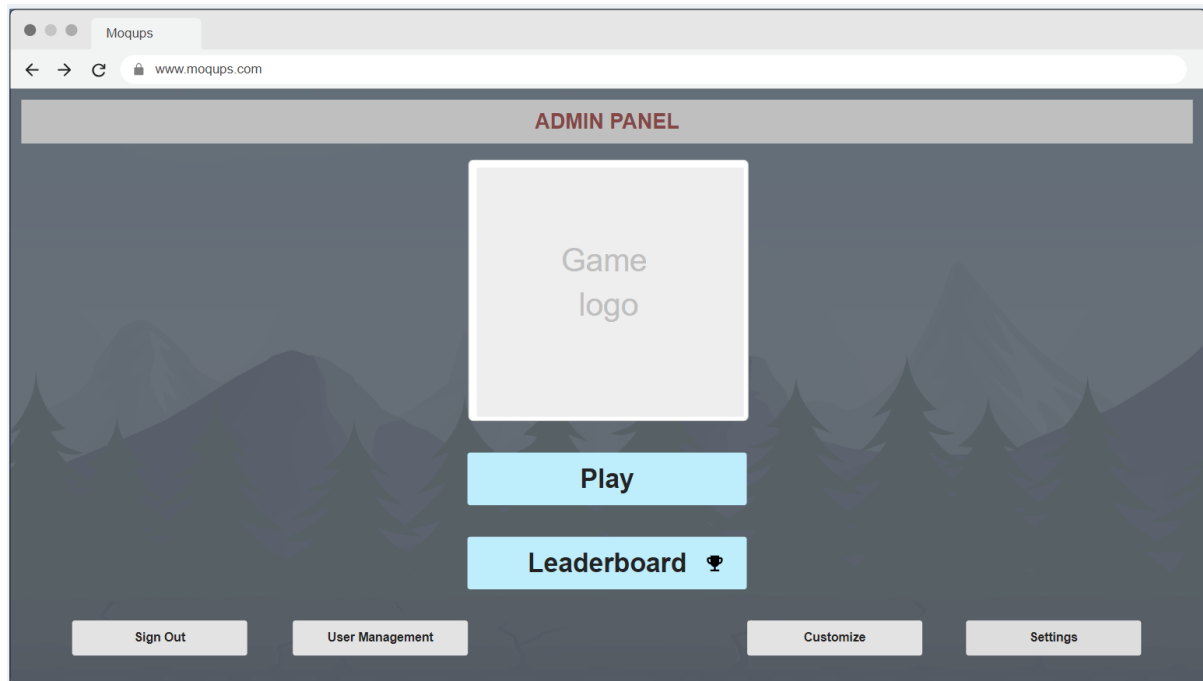


Figure 5 - Admin Home Page

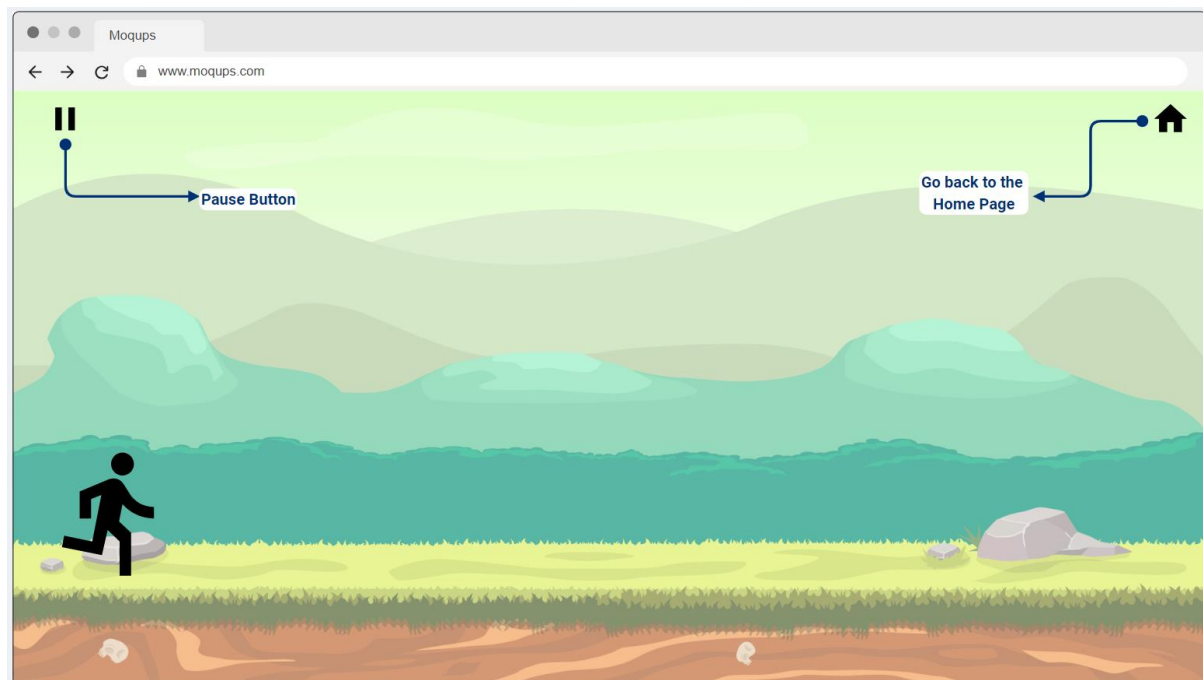


Figure 6 - Play Page

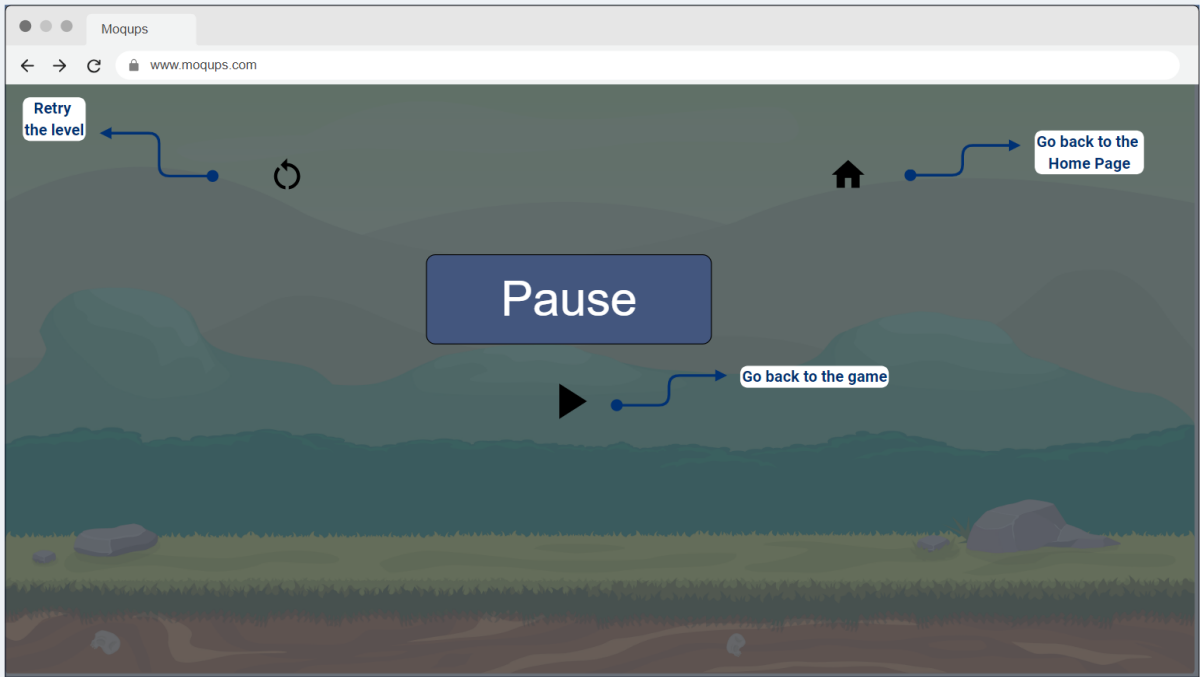


Figure 7 - Pause Page

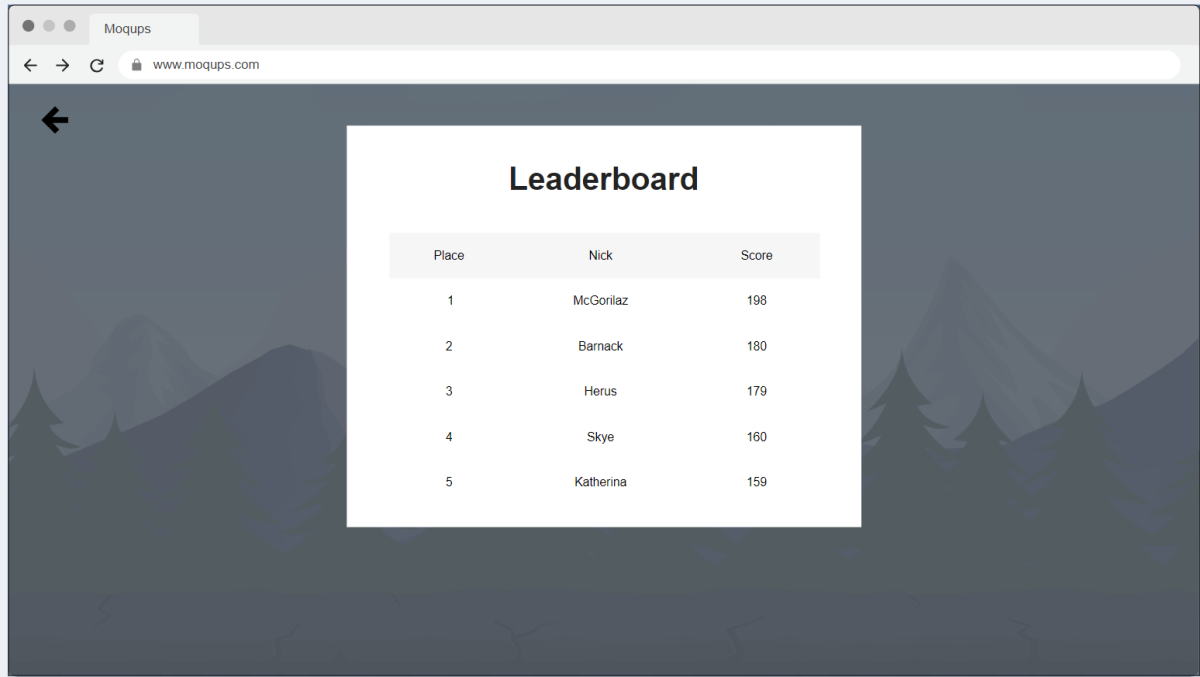


Figure 8 - Leaderboard Page

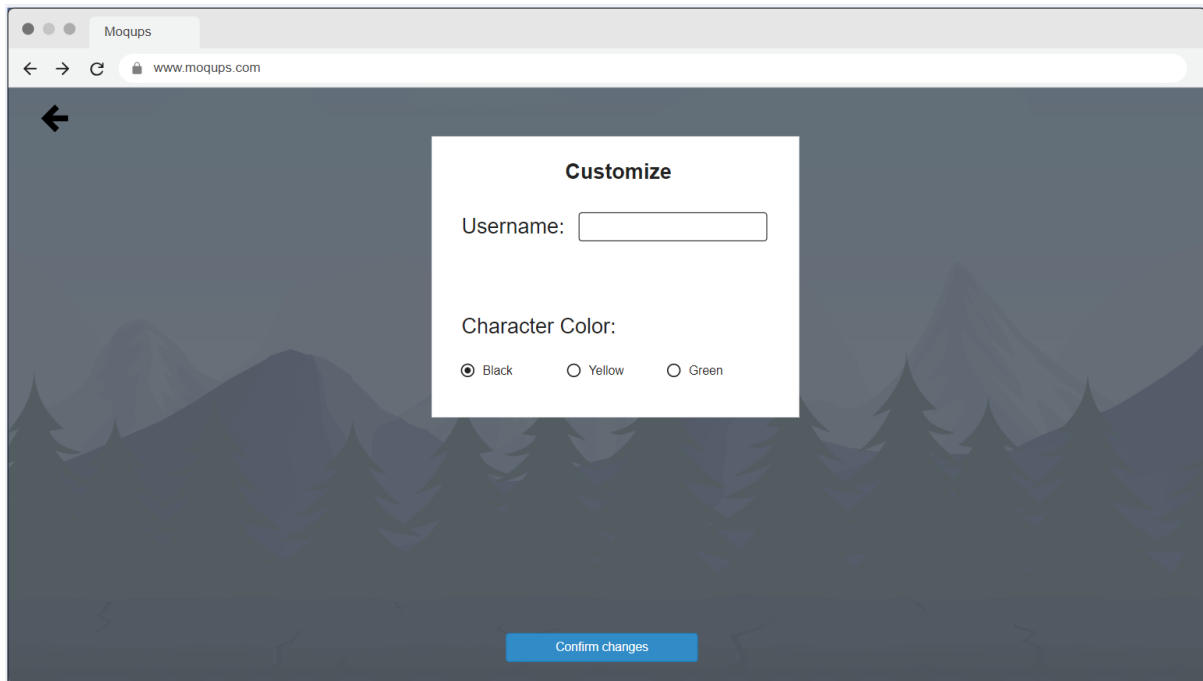


Figure 9 - Customize Page

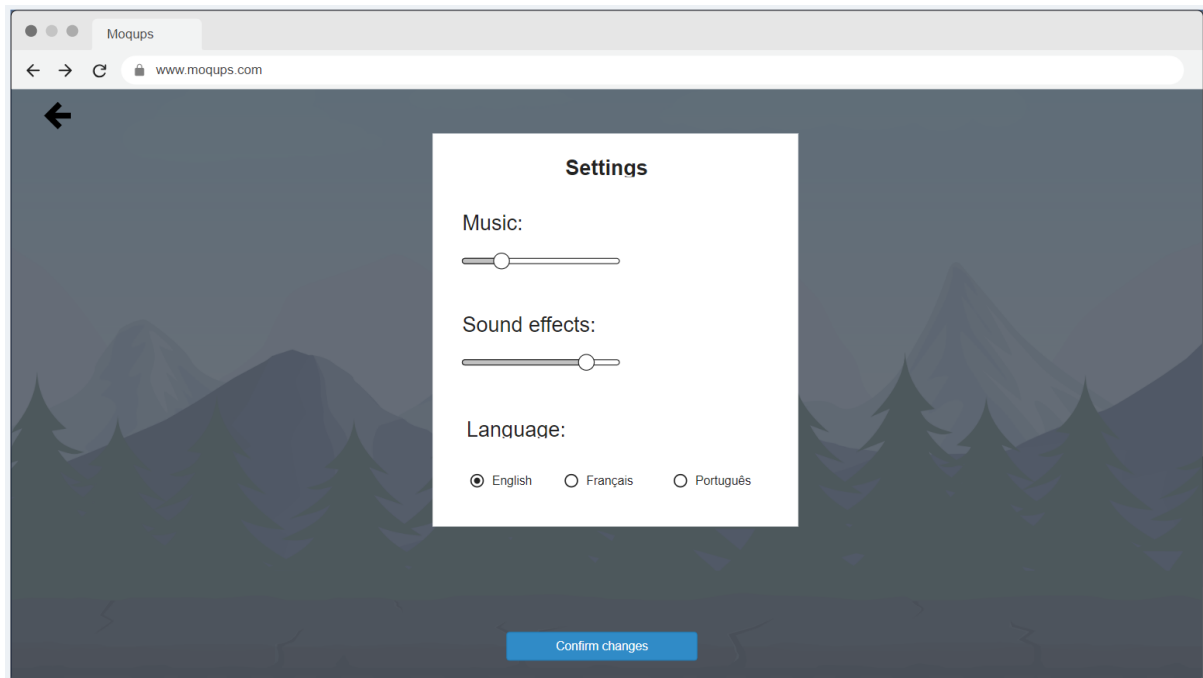


Figure 10 - Settings Page

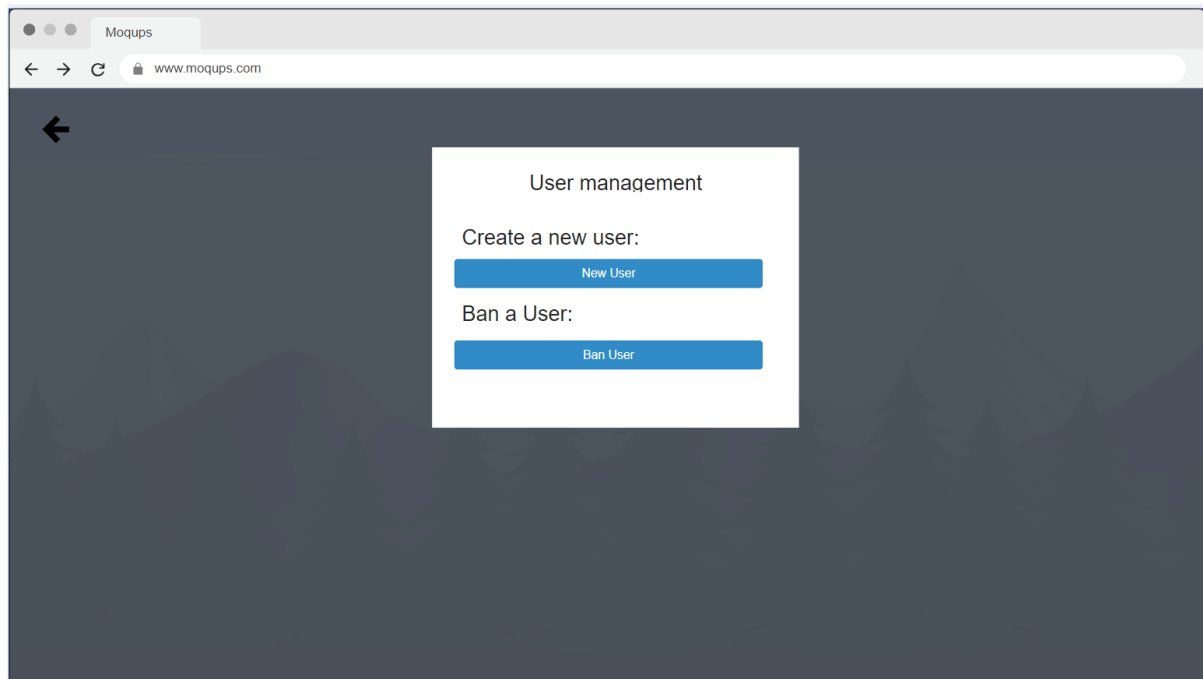


Figure 11 - User Management Page

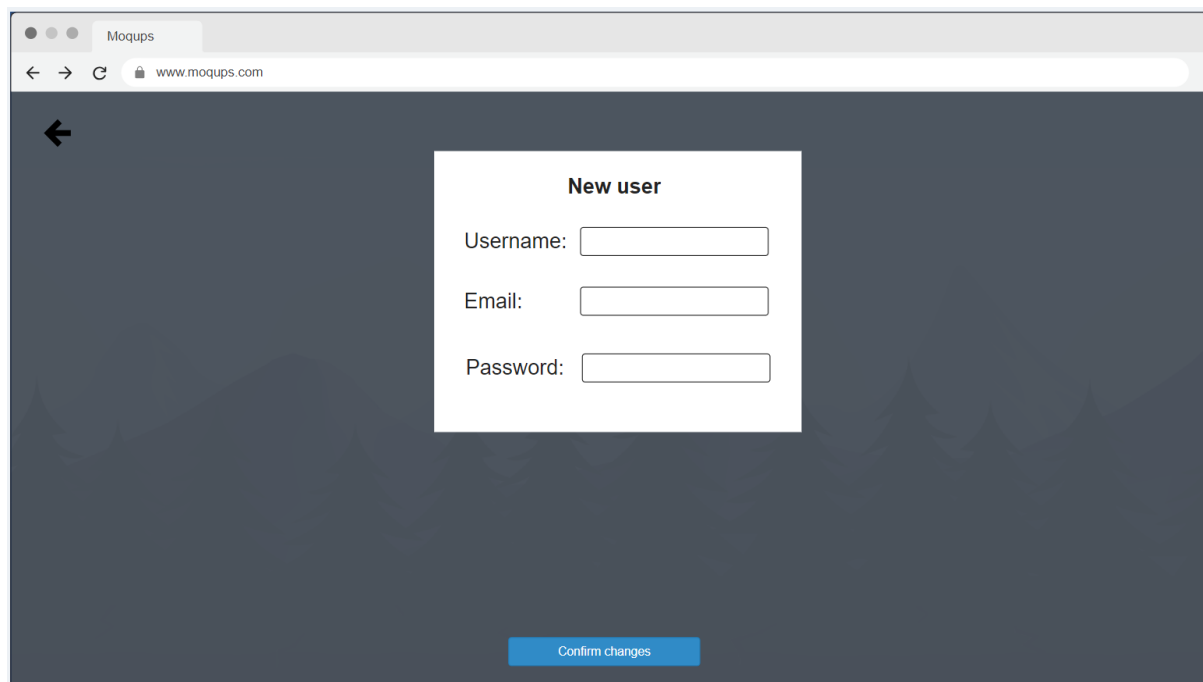


Figure 12 - Create a new user

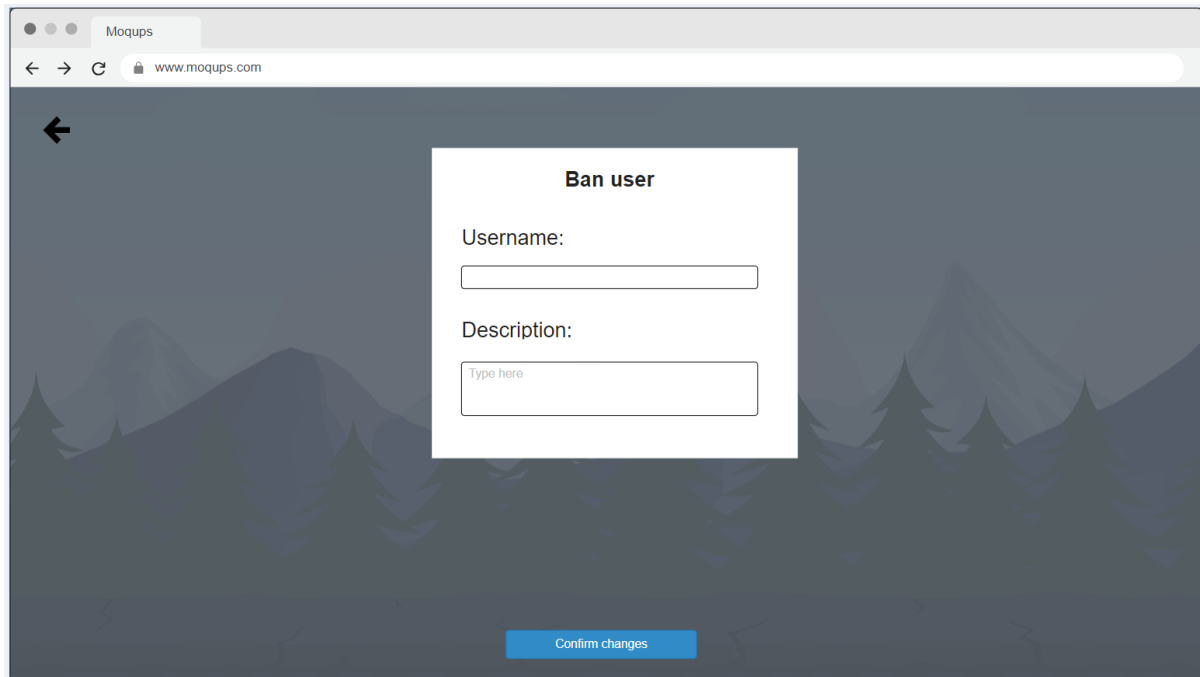


Figure 13 - Ban a User

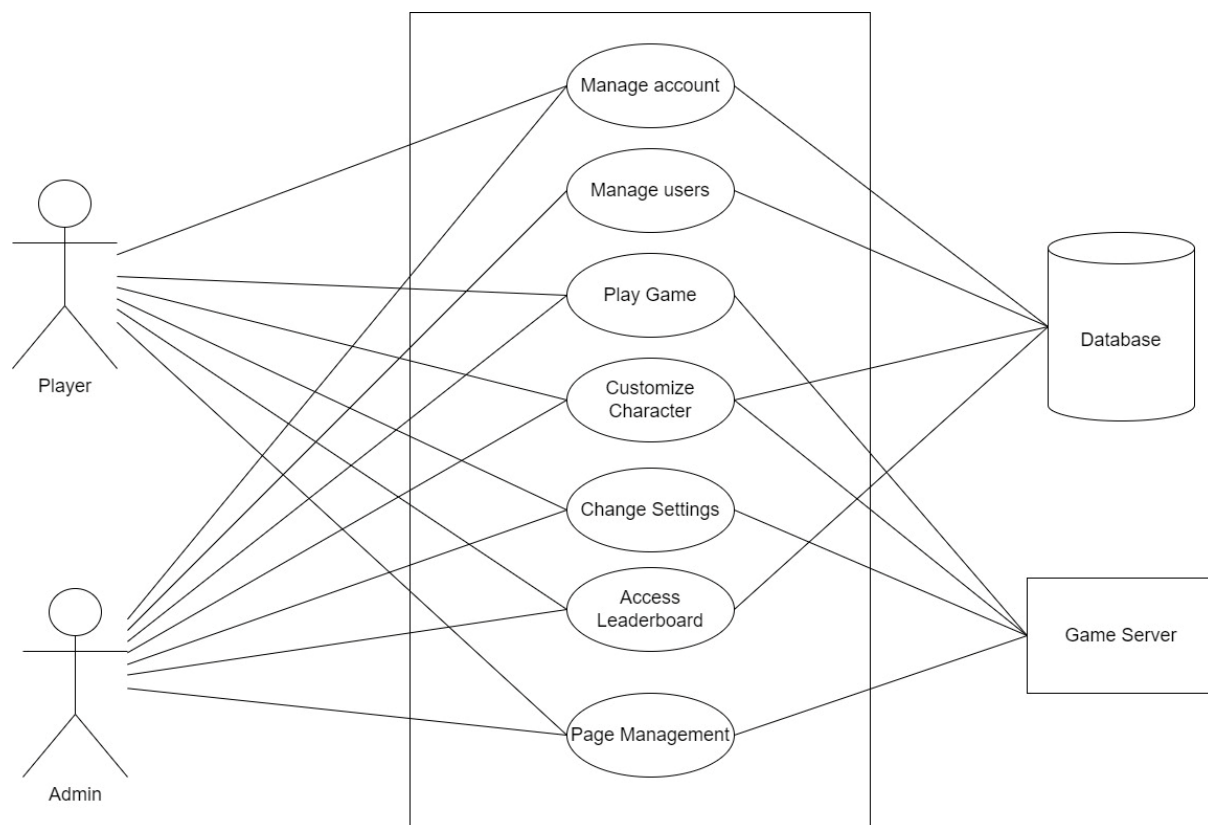


Figure 14 - Use Case Diagram

Player

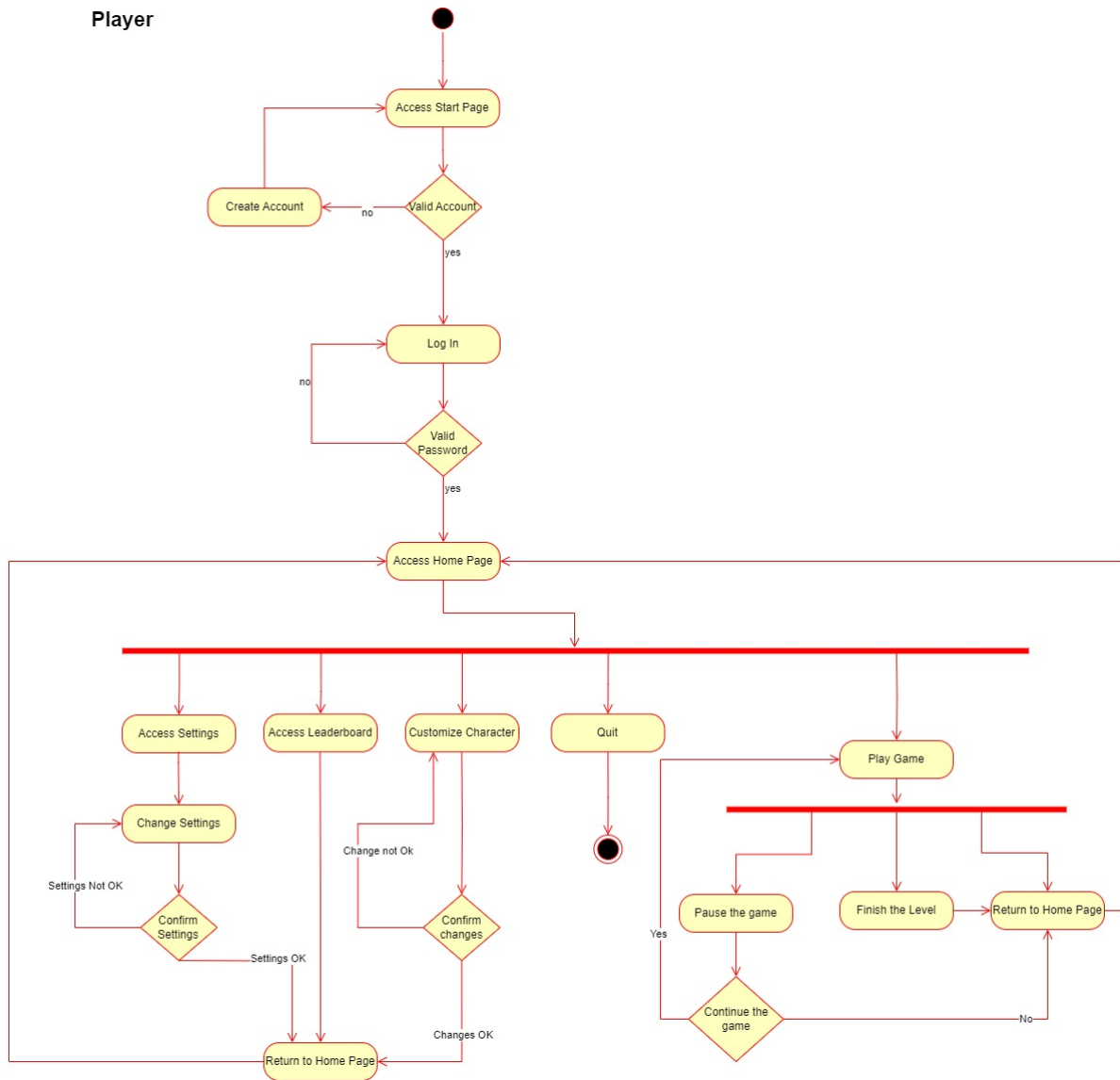


Figure 15 - Player Activity Diagram

Admin

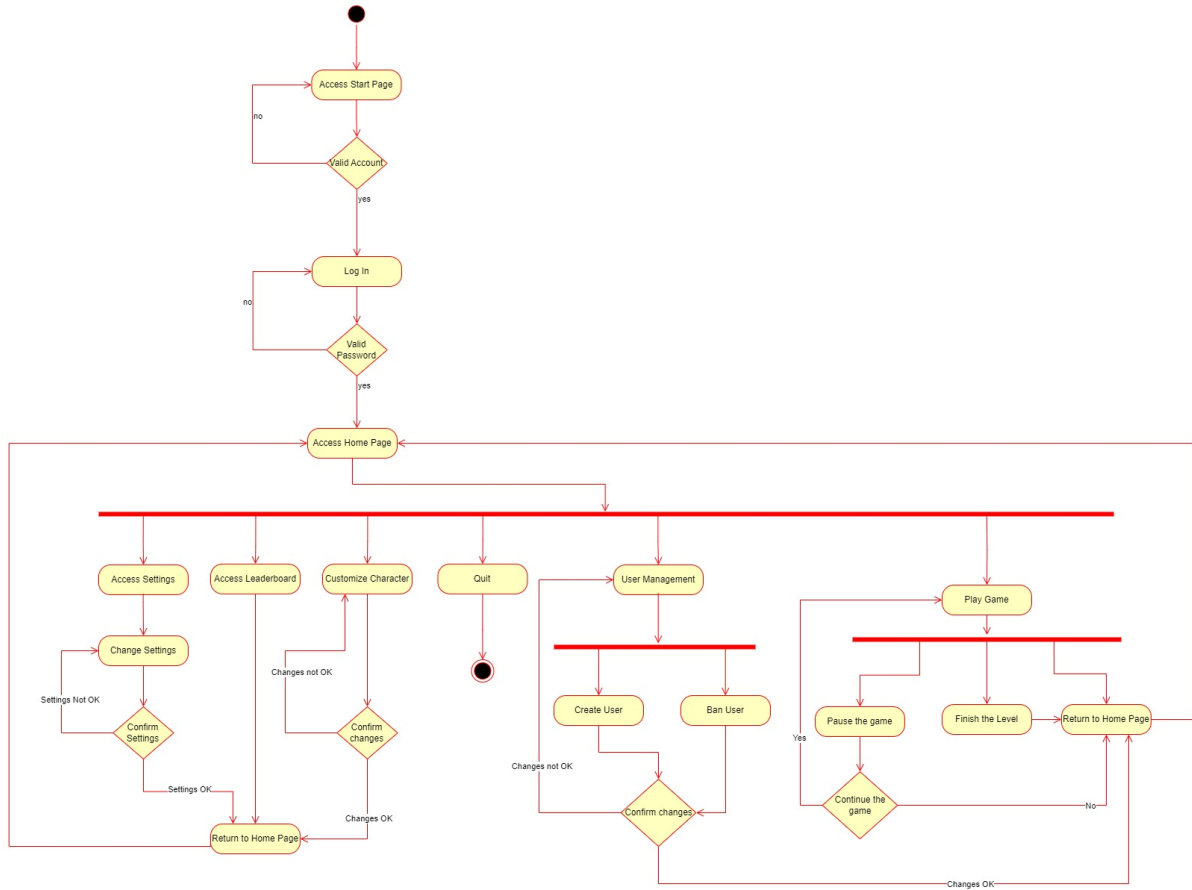


Figure 16 - Admin Activity Diagram

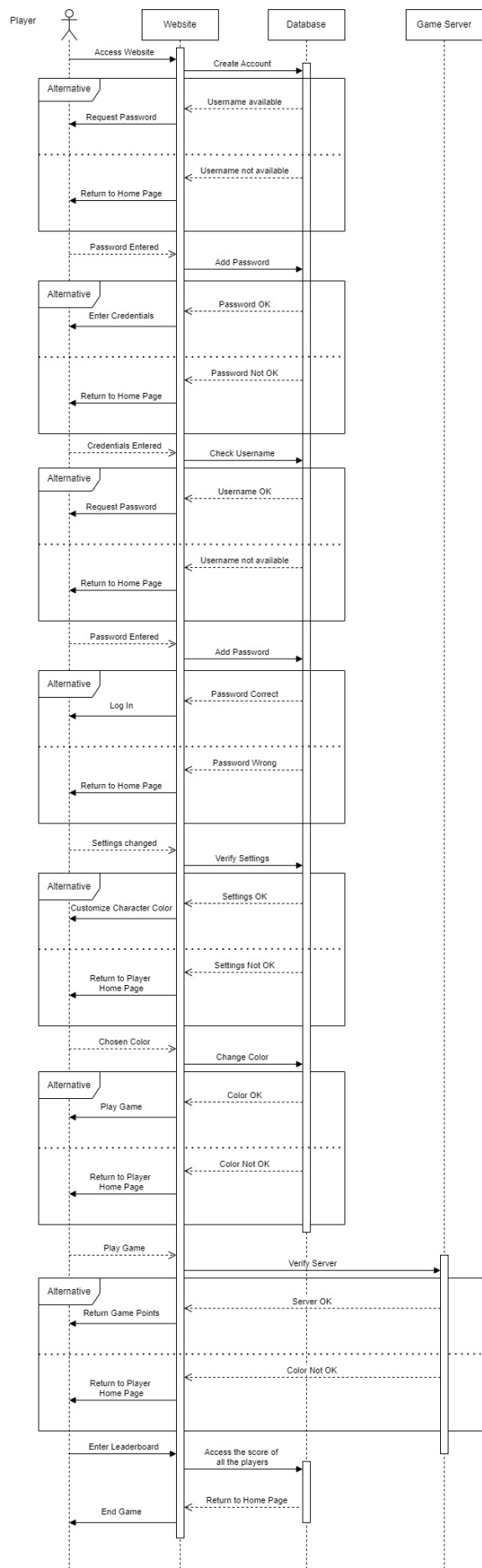


Figure 17 - Player Sequence Diagram

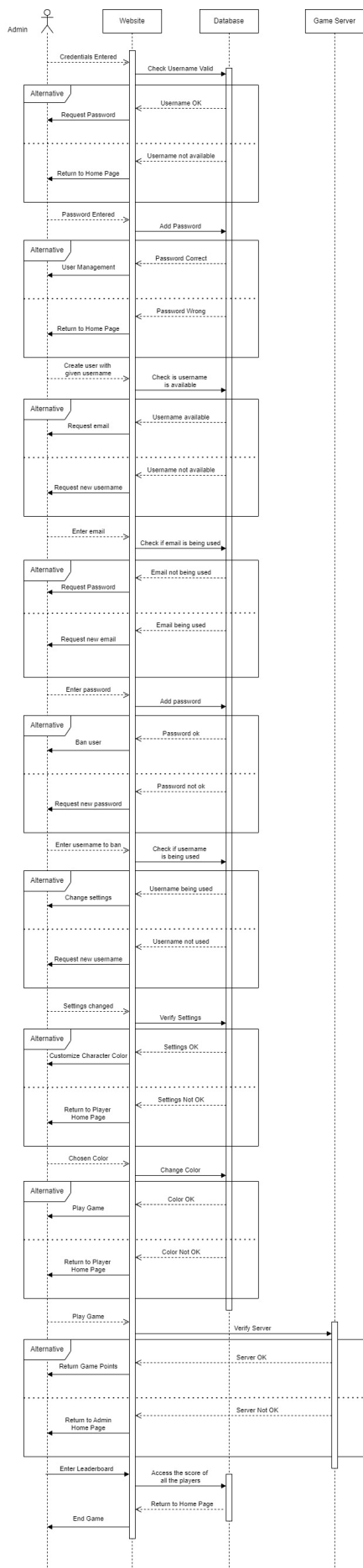


Figure 18 - Admin Sequence Diagram

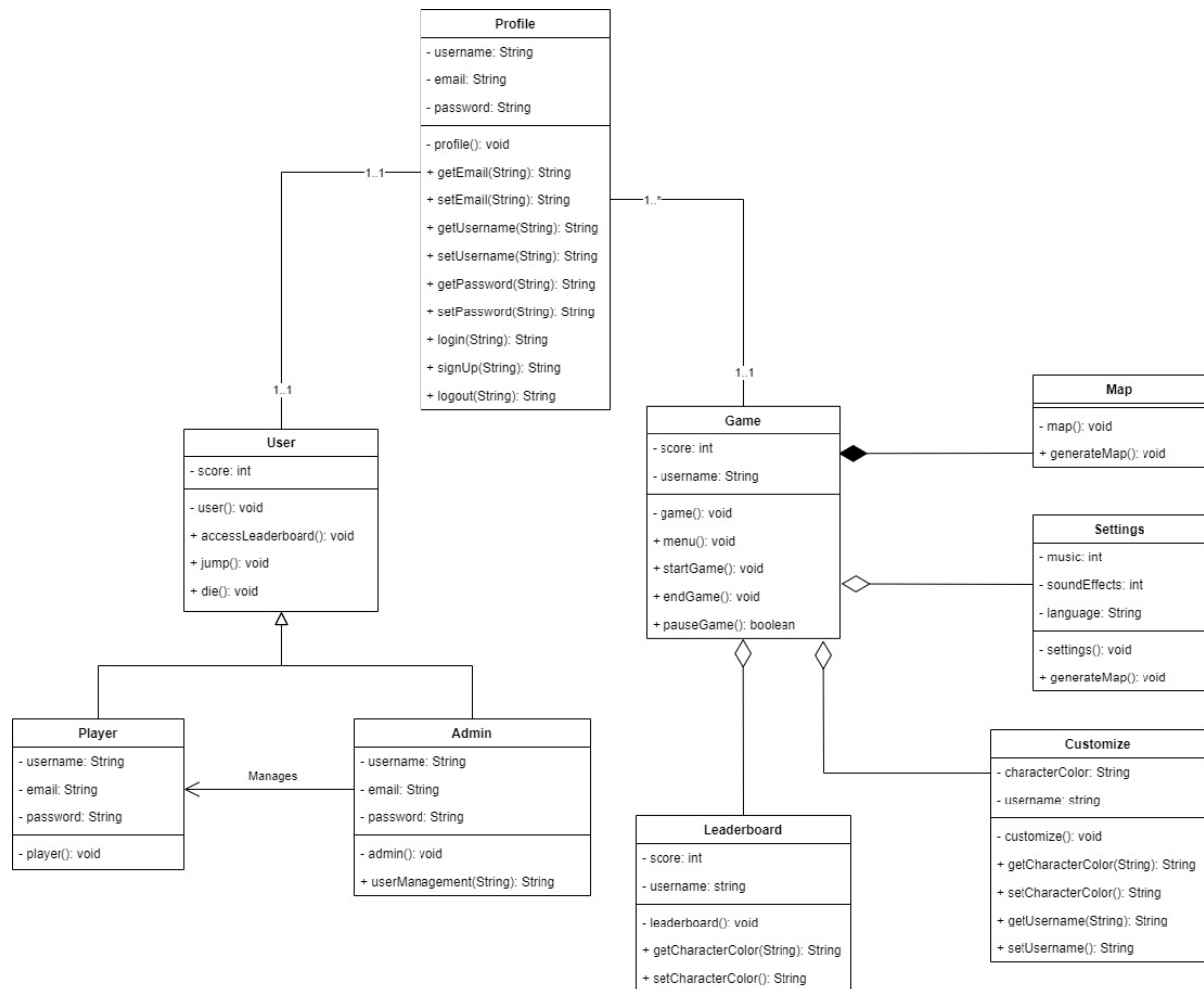


Figure 19 - Class Diagram