**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. | * 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. | * 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 28th |
| Iteration 2 | AS6 + AS1 + AS2 + GS11 + AS5 + GS8 | 21 | April 11th |
| Iteration 3 | GS3 + GS4 + GS6 + GS7 + GS9 + AS3 + AS4 + AS7 | 19 | April 28th |

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.

A screenshot of a computer

Description automatically generated

Figure 1 - Start Page

A screenshot of a computer

Description automatically generated

Figure 2 - Sign Up Page

A screenshot of a login page

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Figure 3 - Sign In Page

A screenshot of a computer game

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Figure 4 - Player Home Page

A screenshot of a computer

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Figure 5 - Admin Home Page

A screenshot of a video game

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Figure 6 - Play Page

A screenshot of a video game

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Figure 7 - Pause Page

A screenshot of a computer

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Figure 8 - Leaderboard Page

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Figure 9 - Customize Page

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Figure 10 - Settings Page

A screenshot of a computer

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Figure 11 - User Management Page

A screenshot of a computer

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Figure 12 - Create a new user

A screenshot of a computer

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Figure 13 - Ban a User

A diagram of a network

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Figure 14 - Use Case Diagram

A diagram of a game

Description automatically generated

Figure 15 - Player Activity Diagram

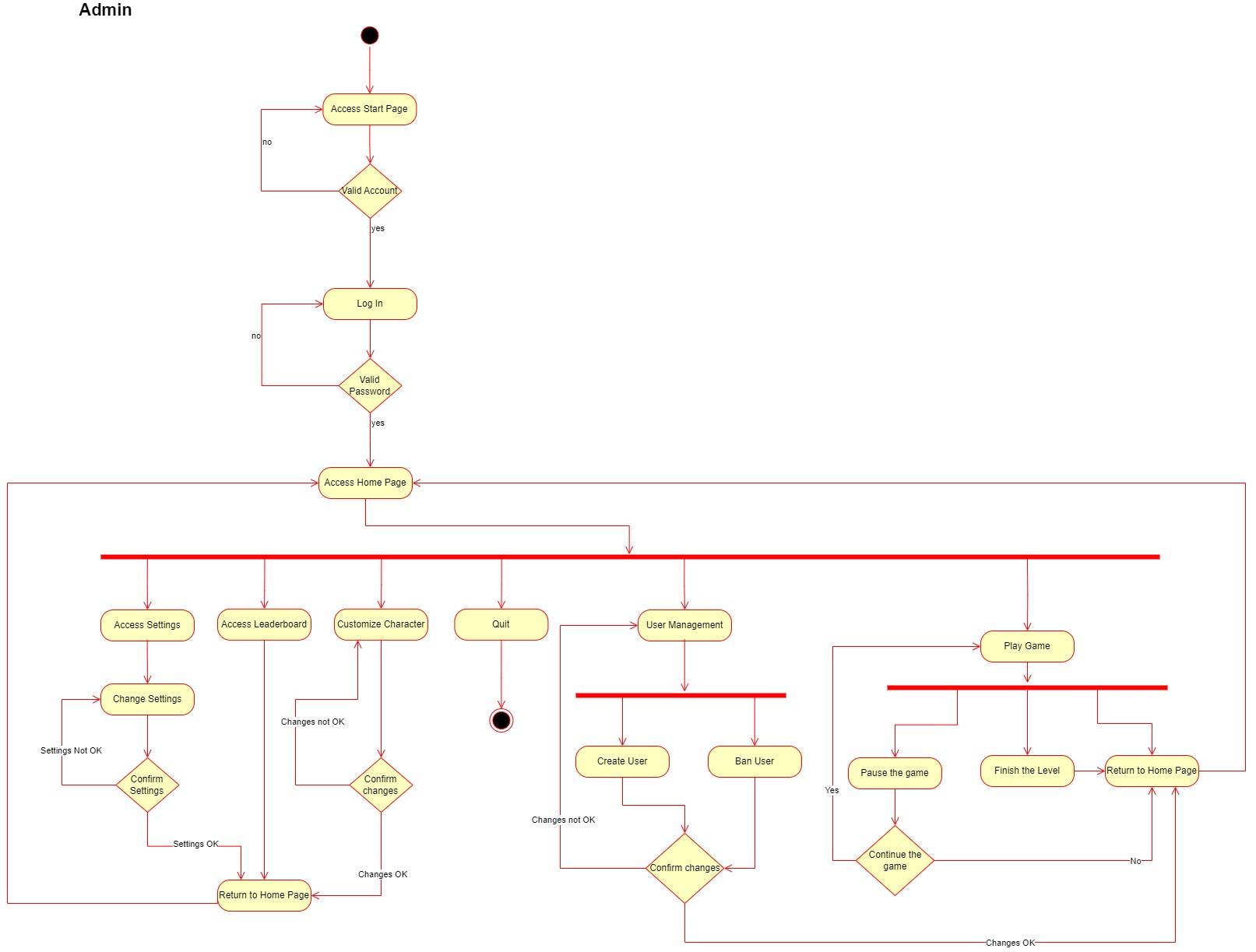


Figure 16 - Admin Activity Diagram

A black and white page with text

Description automatically generated with medium confidence

Figure 17 - Player Sequence Diagram

A close-up of a paper

Description automatically generated

Figure 18 - Admin Sequence Diagram

A diagram of a computer program

Description automatically generated with medium confidence

Figure 19 - Class Diagram