10/12
532 Scrum Project
Killer Features

Fix the brick textures
Fix the pop up window bug
Cleanup dead enemies
End condition -- allow user to die
Include restart user-loop
Healing (ability)
Healing (pickup item)
Add items
Add "flee" ability
Add npc's and conversation mechanic
chatgpt integration
microstransactions
loot crates
main menu
multiplayer
Player skins
Skill or ability tree
experience (XP)
persistent user data
scenery
multiple levels
different/ more enemies
gravity/ physics to movement
animations -- movement
animations - combat
weapons/ weapon system
armor system
non-descript ui improvements
animated ui state changes
in game store
currency system
soundtrack
regional leaderboard
local leaderboard/ high scores
scoring mechanic
local multiplayer
xbox controller integration
easter eggs
cutscenes
win condition
save games
pulse rate integration
settings menu
pause menu
dlc
advertisements
share to facebook
quit button
cheat codes
installer/ uninstaller
subscription based model
season pass
user faq
onboarding tutorial or walkthrough
difficulty