

Super CSC Fighterz

User Stories

1. As a player, I want to have a leaderboard system, so that I know how well I am doing relative to others.
2. As a developer, I want the capabilities of each professor to correspond with their specific traits, so that the game is more relatable for our peers.
3. As a player, I want characters to have multiple attacks, so there is a variety in gameplay.
4. As a player, I want there to be an indication of my player's health visible on the screen, so that I can play strategically in an effort to win.
5. As a player, I want player characters that I can recognize, so that the gameplay is memorable.
6. As a player, I want gameplay to be animated, so it keeps me interested among all of the other game options out there.
7. As a player, I want a main menu screen with animations, to get me excited to play the game.
8. As a player, I want the game to have real-time combat, so that I am always engaged and never waiting for the other player.
9. As a player, I want the game to have a power meter I can fill up, so that I can strategize instead of mashing the attack button.
10. As a player, I want the characters to always be facing each other, so that when they pass by each other the game doesn't look awkward and strange.
11. As a player, I want the game to have music during the fighting, so that I can listen to enjoyable and exciting music to pump me up when I play.
12. As a player, I want there to be menu music, so that I can get excited to play the game.
13. As a player, I want the game to have sound bites of professors saying lines for their character, so that the game feels more authentic while imitating the professors.
14. As a player, I want to be able to teleport behind my enemy, so that I can surprise them.
15. As a player, I want to be able to change the game's window size, so that the game can fit the screen I'm playing on.
16. As a player, I want to have a back button on every screen, so that I don't get lost in the game.
17. As a player, I want the game to run on multiple operating systems, so that I can play it regardless of what computer I own.
18. As a player, I want a colorful user interface, so that the overall experience of playing the game is more enjoyable.
19. As a player, I want to be able to change the game volume, so that I can adjust it to my preferred level.
20. As a player, I want to be able to play against a real person, so that I can enjoy the game with my friends and prove I'm better than them.
21. As a player, I want a sound effect when I click a button, so that I know that my input was received correctly.