

<b>Title: Level Design</b>	<b>Priority: 1</b>	<b>Estimate: 50hrs</b>
<p><b>As a</b> &lt;Project Designer&gt;</p> <p><b>I want to</b> &lt;Create one or more levels within the game engine and the game.&gt;</p> <p><b>so that I can</b> &lt;Create for the user an environment within the game to interact with.&gt;</p>		
<p><b>Acceptance criteria</b></p> <p><b>Given</b> &lt;User interaction.&gt;</p> <p><b>When</b> &lt;The user opens the game.&gt;</p> <p><b>Then</b> &lt;At least one level should be present for the user to interact with, which will include foreground and background features/designs.&gt;</p>		

<b>Title: Special Obstacles</b>	<b>Priority: 2</b>	<b>Estimate: 40hrs</b>
<p><b>As a</b> <i>&lt;Project Designer&gt;</i></p> <p><b>I want to</b> <i>&lt;Create special obstacles using the game engine within the game.&gt;</i></p> <p><b>so that I can</b> <i>&lt;Create set-pieces for the user to interact with.&gt;</i></p>		
<p><b>Acceptance criteria</b></p> <p><b>Given</b> <i>&lt;User interaction&gt;</i></p> <p><b>When</b> <i>&lt;The user shoots the special obstacle with a certain type of weapon or comes within a certain physical distance of the special obstacle.&gt;</i></p> <p><b>Then</b> <i>&lt;The special obstacle interacts with the player in a meaningful way (e.g., being destroyed when shot by a certain weapon, dispensing an object when destroyed, moving to make the player fall into a trap, disappearing to reveal a secret).&gt;</i></p>		

<b>Title: Doors</b>	<b>Priority: 3</b>	<b>Estimate: 5hrs</b>
<p><b>As a</b> <i>&lt;Project Designer&gt;</i></p> <p><b>I want to</b> <i>&lt;Create doors within the game that open when certain criteria is met.&gt;</i></p> <p><b>so that I can</b> <i>&lt;Impede the user until a certain set of criteria is met by said user and then allow the user to proceed to a new level.&gt;</i></p>		
<p><b>Acceptance criteria</b></p> <p><b>Given</b> <i>&lt;User interaction&gt;</i></p> <p><b>When</b> <i>&lt;The user meets some criteria via control of the Player Character within the game.&gt;</i></p> <p><b>Then</b> <i>&lt;The door will open and lead to a new level or a new area within the current level.&gt;</i></p>		

<b>Title: Testing Suite</b>	<b>Priority: 4</b>	<b>Estimate: 40hrs</b>
<p><b>As a</b> <i>&lt;Project Designer&gt;</i></p> <p><b>I want to</b> <i>&lt;Create a testing suite level within the game.&gt;</i></p> <p><b>so that I can</b> <i>&lt;Verify the core functionality of the finished product.&gt;</i></p>		
<p><b>Acceptance criteria</b></p> <p><b>Given</b> <i>&lt;User interaction&gt;</i></p> <p><b>When</b> <i>&lt;The user selects the Test Suite option within the finished product.&gt;</i></p> <p><b>Then</b> <i>&lt;The final product opens a level containing all pieces of the game's core functionality such as powerups, weapon and armor upgrades, an enemy of each of the core AI types, and level features such as doors and special obstacles. Then, either the user will be able to verify by hand the core functionality of the game.&gt;</i></p>		

<b>Title: Bug Fixes</b>	<b>Priority: 5</b>	<b>Estimate: 80hrs</b>
<p><b>As a</b> <i>&lt;Project Designer&gt;</i></p> <p><b>I want to</b> <i>&lt;Verify whether or not the game functions as intended.&gt;</i></p> <p><b>so that I can</b> <i>&lt;Facilitate the user's progression through the game free of any errors and bugs that would hinder the gameplay.&gt;</i></p>		
<p><b>Acceptance criteria</b></p> <p><b>Given</b> <i>&lt;User interaction&gt;</i></p> <p><b>When</b> <i>&lt;The user opens the game.&gt;</i></p> <p><b>Then</b> <i>&lt;The user is able to play the game without running into any sort of bug or error that either takes away from the gameplay experience or completely hinders the user in playing the game (e.g., a bug that prevents the player from advancing through the game or a bug that crashes the game entirely).&gt;</i></p>		

EECS 448: Time Estimate

Team 7

Due: 4/25/2021

Total Time Estimate (hours):  $215 + 20$  (collective time spent in meetings) = 235 hours