Backlog notes to update – **New items in bold**

* 0: Pre-production
  + **Initial ideas and prototyping – sprint 1**
  + **Game design document – sprint 2**
  + Market research
  + Create a consumer profile/psychographic
  + Create a risk assessment for the project
  + Paper prototype
  + Project timeline
  + **Research how to keep players engaged – sprint 2**
* 1: As a player I want to be able to sort objects
  + Create concept art for the layout of the sorting screen
  + Implement a system in Unity that allows players to drag an item to a category
  + Implement a system in Unity that allows an object from a list to appear in the middle of the screen ready for sorting
  + Implement a system in Unity that checks whether the object has been sorted correctly or incorrectly
  + Research casual game mechanics
  + Come up with a list of objects that can be sorted for each category; 5 objects for each category for MVP
* 1: As a player I want to be able to earn rewards
  + Research reward schedules
  + Design a schedule for the rewards that the players can receive
  + Design the rewards that the player will be able to obtain (seeds)
  + **Create a pop-up for when a player earns a new reward that they haven’t obtained before**
  + **Create a pop-up for every time the player earns any type of seed so that they are aware they have things to plant**
* 1: As a player I want to be able to decorate my planet
  + Research how to create “awe and wonder”
  + Design flowers/bushes/trees etc. that correspond with the seeds the player can unlock
  + **Allow the user to tap on a fully-grown object and click a move button to re-arrange items on their planet**
  + **Implement an inventory system that will be used to display the seeds the player has – Sprint 4**
  + **Concept art for seed bag – sprint 4**
  + **Final artwork for seed bag using flat art style**
* 1: As a player I want to be able to grow different plants
  + Implement a system in Unity that allows plants to grow in real time
  + **Format the growth timer to display in days, hours, minutes and seconds – sprint 7**
  + As a UI element in Unity, create a countdown timer that displays the amount of time until an object is fully grown
  + Implement a “growth tick” that requires the player to water their plant every 6 hours in order to progress its growth
* 1: As a player I want to be able to zoom into different parts of my planet
  + Implement a system in Unity that allows players to use a pinching gesture to zoom in to their planet
  + Create an animation that will be used to show players how to zoom in to their planet
* 1: As a player I want to be able to rotate around my planet
  + Implement a system in Unity that allows players to drag left or right to rotate their planet
* 1: As a player I want to be able to spend and earn “energy”
  + Implement a system in Unity that subtracts an energy point every time an object is sorted, regardless of whether it is correct or not
  + Implement a system in Unity that allows the player to collect “stars” from fully grown objects
  + Create a spreadsheet that details how much energy can be earned from different objects
  + **Come up with a different name for energy bar and energy**
  + **Being able to earn energy points over time, so that there is still a chance to sort even if the player isn’t growing anything new etc.**
* 2: As a player I want to be able to unlock new sorting categories and their corresponding items
  + Determine sorting categories; two initial categories for MVP
  + **Determine a reward schedule for category unlocks**
* 2: As a player I want a menu system so that I can navigate the game
  + Menu flow diagram
  + Main menu mock-up
  + Main menu background art
  + Settings/options button
  + Implement main menu in Unity
  + Implement settings menu in Unity
* 2: As a player I want to be able to fill out my collection journal
  + **Concept art for journal – sprint 2**
  + **Final artwork for journal**
  + **Determine what information is displayed in journal**
  + **come up with a list of basic achievements for players to earn? (could be under new user story of I want to earn achievements) and their icons/medals that will be shown next to them**
* 2: As a player I want to have a summary of my planet in my journal so that I can compare with my friends
  + Create a ‘stats’ page in the journal/collection log (this will be displayed on the left page of journal until an object is tapped and will then be replace with object info + back button)
  + Pull data from Unity and have it display as figures for the player to view in their collection log (date started, how long spent playing)
* 2: As a player I want to see a consistent art style
  + Universal button style
  + Art style guide
* 2: As a player I want to be able to name my planet and have it visible on the game screen
  + Implement the ability to take in player input for the purpose of naming their planet
  + In Unity, create a pop-up that displays the player’s planet name at the beginning of each play session
  + **Create a banner for planet name to sit in**
* 2: As a player I want to be able to play the game on different devices regardless of resolution
  + Implement a system in Unity that deals with UI scaling
* 2: As a player I want to be able to playtest the game
  + Create an MVP (minimum viable product)
  + Create a feedback form that allows players to report bugs
* 2: As a player I want to have an elegant UI system
  + Research mobile game UI, focusing primarily on similar games in the market
* 3: As a player I want the game to be animated
  + Animate trees
* 3: As a player I want the game to have audio feedback
  + SFX – button press, new reward unlocked
  + OST – Day time
  + OST – Night time
  + Implement SFX in Unity
  + Implement OST in Unity
* 3: As a player I want the final product to be clean and polished
  + **Carry out in-house testing on appropriate devices**
  + **Iterate the game based on tutor and player feedback**
* 3: As a player I want to be able to change the season and have it affect my decorations: **OUTDATED SINCE PROJECT FORK? Should this be priority 2 now? Seasons provide optimum times for players to gather and perform certain activities?**
  + Create a mood board and colour palette for Spring
  + Create a mood board and colour palette for Summer
  + Create a mood board and colour palette for Autumn
  + Create a mood board and colour palette for Winter

**Potential New User Stories**

* 2: As a user I want to be able to tend to my planet in different ways
  + Define a list of "nurturing elements" and come up with ways of implementing them in our game – Sprint 8
    - Come up with a list of activities that is associated with tending to a garden – sprint 8
    - Come up with a list of potential “tending mechanics” based on the list of gardening activities – sprint 8
* 2: As a user I want to feel a sense of progression in the game
  + Determine the length of play
  + Determine how the sorting mechanic will change over time
  + **Digital mock ups that display parts of the game cycle (for purpose of presentation) – sprint 5**
* 2: As a player I want to be able to nurture my planet
  + Research methods of employing anthropomorphism – sprint 7
  + Create a non-digital concept for how we could anthropomorphism based on the research carried out – sprint 7
  + Digital concept
* 2: As a player I want to be relaxed while playing the game
  + Research how to create the feeling of relaxation – sprint 2
  + Create the artwork for the beach that will be featured at the centre of the player’s planet – sprint 3
* 2: As a designer I want to be able to add new sorting objects to the Unity project
  + Scriptable objects – sprint 8
* 2: As a designer I want be able to add new player rewards to the Unity project
  + Scriptable objects
* 2: As a player I want my planet to be different to other players planets
  + Come up with ways of adding variation between players
* 2: As a player I want to be able to save my progress
  + Create fundamentals of a saving system that stores data across game sessions
  + Implement a feature that saves the player’s planet name across game sessions
  + Implement a feature that saves the player’s journal progress across game sessions
  + Implement a feature that saves the player’s planet progress/objects across game sessions
  + Implement a feature that saves the player’s energy points at the end of a game session
* 2: As a player I want to be able to load my progress automatically at the start of each game session
  + Create the fundamentals of a loading system
  + Recall energy points from last game session and use this to tackle replenishment over time
  + Load planet progress
  + Load planet name
  + Load journal progress
* 2: As a player I want to be taught how to play the game
  + Create an animation that will be used to show players how to drag objects to sort them into categories
  + **Implement animation that will be used to show players how to use sort system**
* Artwork for background

**TO (RE)VISIT**

* Player is currently unable to rotate their planet
* Credits
* Things that have been previously marked as done but there is no longer evidence of them in the game build
  + Main menu
  + Naming planet etc.
* Have date and time + version number on each build so that we know when builds were created