**Batman Vs Superman - Feature Backlog**

**█ :** High Priority

**█ :** Medium Priority

**█ :** Low Priority

1. For every turn the player decide/choose the weapon with which he/she wants to attack.
2. Decide the area attacked via a die.
3. Assign each body area an attack efficiency.
4. Assign each weapon its attack efficiency.
5. Assign each weapon its defense efficiency.
6. Decide whether an attack is a critical hit or not via a die.
7. Update Health Bar of each player after each attack based on final efficiency formula.
8. Show stats of win/lose/draw percentage.
9. Show stats of attack efficiency -average attack efficiency
10. Show stats of defense efficiency - average defense efficiency
11. Show stats of number of times a body part was attacked.
12. Show stats of critical hit- number of times the player got lucky with respect to total number of times played.
13. Show stats for number of turns taken to finish a match.
14. Show stats for total damage done in complete tournament.
15. Show stats for total damage taken in complete tournament.
16. Stats should be saved as a .txt file to retain the stats once the game is closed.
17. Decide the number of matches for a tournament(3,5,....)
18. Decide the number of players for each tournament/match.
19. Decide the number of characters in the game.
20. If the match is a draw then it’s a rematch to ensure that the tournament is not a draw.
21. Decide the number of weapons each character will use in the game.
22. Choose the weapons each character will have.
23. Include graphics of Batman and Superman for good health, average health and low health.