CLIENT STORY

The client would like a game with a fully destructible environment, an unlimited capacity for dedicated servers, photorealistic graphics, hyper-realistic physics, the ability to run on an iPad 2, a competitive atmosphere, guns, Michael Bay explosions, the ability to ride in Transformers, perfectly balanced guns and melee weapons, an open world, free downloadable content, regular updates, simulation-style driving, and dinosaurs, proficiency in sports (it must be better than Madden). It must be an action-packed life simulator capable of satisfying the emotional needs of the clients.

BACKLOG

Platformer Game

Dinosaur as main character

Dinosaur constantly runs and jumps over obstacles based on user input

Open world, eternal ground

Background consisting of Keanu Reeves’ head

Platforms that can break

Guns

Knives

Dinosaurs

Explosions

Exploding dinosaurs

\*If time, the dinosaur will have the ability to ride in transformers

\*If time, the transformers will be driven with simulation-style controls

Character is a dinosaur

Character has in its hands an SMG and a Katana

Character constantly runs across an eternal ground, jumping (based on the pressing of the space bar) over spikes that randomly appear.

The background of the game is a slideshow of Keanu Reeves

As the dinosaur runs, the platforms crumble and fall behind him

If the character hits a spike, it explodes and the player loses.

MODIFICATIONS

The game will not have an unlimited capacity for dedicated servers or photorealistic graphics, and most likely will not run on an iPad 2—unless the iPad 2 magically has the required specs. The dinosaur will have the ability to ride in transformers if there is sufficient time for such a task. There will be no extra DLC. There will only be simulation-style driving if there is sufficient time and the transformers feature is already added. I will have no ability when it comes to competitive sports. Whether or not the game will satisfy the emotional needs of the client is not verifiable until we receive feedback after completing the project.

SPRINT TASKS