Milestone 2

Project Feature List-

1. Player accounts, ranks, and scoreboard
2. Maze Levels
3. Full player control: Player can walk, run, jump, and suicide
4. Custom difficulty
5. Friends list
6. Player achievements
7. Unique website

Requirements-

1. Player accounts,ranks and scoreboard Functional and Nonfunctional requirements
   a. Functional Requirements-
      i. Database that stores your player data (usernames, passwords, ranks, etc.)
   b. Nonfunctional requirements
      i. Using PHP to connect to a MySQL database
      ii. Player table with username, password etc
      iii. Player History table with past scores
2. Maze Levels
   a. Functional Requirements:
      i. Finish one level unlocks the next, and each level gets more difficult
   b. Non-functional Requirements:
      i. Tracks which levels the player has completed and with which times
      ii. PHP scripts compare players data with what levels should be displayed and playable.
3. Full player Control:
   a. Functional Requirements:
      i. Players use keyboard to explore the maze
   b. Non-Functional Requirement:
      i. Player has x,y, z coordinates and a health/alive boolean
      ii. Key presses affect player velocities
      iii. Jumping will enlarge the character to simulate them jumping toward the normal of the screen
4. Custom difficulty

        a. Functional requirements
            i. Harder maps will have more turns, be bigger, and possibly have a time limit
        b. Non-functional requirements

5. Friends list
        a. Functional requirements
            i. We will use SQL to connect the database to our in-game search engine so that users wishing to look at their friends' progress can access that? I don't really know how to verbalize this
        b. Non-functional requirements
            i. The game will contain a feature by which players can see the achievements and progress of other players by searching for the other players' usernames

6. Player achievements
        a. Functional Requirements:
            i. As the player progresses through games levels and rank status in the database they earn specific achievements
        b. Non-functional Requirements:
            i. Well have a set of achievement objects defined by requirements such as levels reached, speed of levels, etc.
            ii. When player data updates we check for what unearned achievements they are applicable for.

Project Plan: https://github.com/beccaarivera/Group111-2-ProjectComponents

Using Github's "issues" feature