

Product Backlog

| # | Backlog Item | Estimate (Story Point) | Priority |
|----|--|---------------------------|----------|
| 1 | As a character, I can go forward automatically from left to right advancing in the scenario. | XL | MAX |
| 2 | As a character, I can jump to skip obstruction or to avoid falling into the canyons that appear during the gameplay. | XL | MAX |
| 3 | As a character, I can lower my head in order to slip below obstacles that otherwise I can't jump. | M | MAX |
| 4 | As a character, after a certain distance, my speed increases in order to make the game harder. | M | MAX |
| 5 | As a character, I have a time limit to reach the maximum possible distance. | S | MAX |
| 6 | As a character, I have to collect different items so I can increase my final score, modify the remaining time and unlock different power-up. | L | MED |
| 7 | As a character, I build my score according to the crossed distance. | M | MED |
| 8 | As a character, I build my score according to the collected items. | M | MED |
| 9 | As a player, when the game ends, I want to save my score in a scoreboard so I can see my records and my nickname. | S | MIN |
| 10 | As a player, I want to access home screen so I can start the game | XS | MIN |

