

PROJECT SCOPE STATEMENT	
Project Name	Project Valence
Project Deliverables (Epics)	Detailed Description (User Stories)
Level Design	<ol style="list-style-type: none"> <li>1. As a player, I want to be able to explore a laboratory.</li> <li>2. As a player, I want to experience unique laboratories between each run.</li> <li>3. As a player, I want to have resources in my laboratory that I can pick up.</li> <li>4. As a player, I want to have machines within my laboratory that I can put resources into.</li> <li>5. As a player I want to be able to pickup and move my machines within my laboratory to optimize their positioning.</li> </ol>
Player Mechanics	<ol style="list-style-type: none"> <li>1. As a player, I want to be able to start the game from the main menu.</li> <li>2. As a player, at the start of each day I would like to select a contract of product(s) to make.</li> <li>3. As a player, I want the contracts and products to be random so I can try new ones.</li> <li>4. As a player, I want my contracts and products to be “tiered” so harder ones can be done later in the game.</li> <li>5. As a player, I want to have a “build phase” so I can pickup and move machines throughout my laboratory without the day progressing.</li> <li>6. As a player, I would like to fail a day and the “run” if I fail to make enough of the correct product by the end of the day.</li> </ol>
Post-Gameplay and Out-of-Gameplay	<ol style="list-style-type: none"> <li>1. As a player, I would like to see the paths that I took after completing my “run”.</li> <li>2. As a player, I would like to compare previous runs to each other.</li> <li>3. As a player, I would like to see all products I have created, and not created in all my runs.</li> <li>4. As a player, I would like to be rewarded with an out-of-run currency based on the contracts that I completed.</li> <li>5. As a player, I would like to be able to spend my earned currency in a shop to improve my laboratory’s machines.</li> </ol>
Machine Interactions	<ol style="list-style-type: none"> <li>1. As a player, I want the machines in my laboratory to passively complete the process after</li> <li>2. As a player, I want to play a minigame for each machine’s interaction to speed up its process.</li> </ol>
User Experiences	<ol style="list-style-type: none"> <li>1. As a player, I want to have music to listen to while I play the game.</li> </ol>

	<ol style="list-style-type: none"> <li>As a player, I would like a tutorial to show me the basic concepts of the game.</li> <li>As a player, I would like to be given tooltips for important aspects of the game.</li> </ol>
Quality Assurance & Testing	<ol style="list-style-type: none"> <li>As a developer, I want to perform I want to perform comprehensive testing to identify and fix bugs.</li> <li>As a developer, I want to gather feedback from play-testers to improve the game's balance and user experience.</li> </ol>
<b>Project Exclusions</b>	
Additional User Experiences	<ol style="list-style-type: none"> <li>As a player who is colour-blind, I want to be able to adjust the color schemes to a colour-blind mode to better distinguish the visual aspects.</li> </ol>