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| **PROJECT SCOPE STATEMENT** | | | |
| **Project Name** | | Project Valence | |
| **Project Deliverables (Epics)** | | | **Detailed Description (User Stories)** |
| Level Design | | 1. As a player, I want to be able to explore a laboratory. 2. As a player, I want to experience unique laboratories between each run. 3. As a player, I want to have resources in my laboratory that I can pick up. 4. As a player, I want to have machines within my laboratory that I can put resources into. 5. As a player I want to be able to pickup and move my machines within my laboratory to optimize their positioning. | |
| Player Mechanics | | 1. As a player, I want to be able to start the game from the main menu. 2. As a player, at the start of each day I would like to select a contract of product(s) to make. 3. As a player, I want the contracts and products to be random so I can try new ones. 4. As a player, I want my contracts and products to be “tiered” so harder ones can be done later in the game. 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. 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. | |
| Post-Gameplay and Out-of-Gameplay | | 1. As a player, I would like to see the paths that I took after completing my “run”. 2. As a player, I would like to compare previous runs to each other. 3. As a player, I would like to see all products I have created, and not created in all my runs. 4. As a player, I would like to be rewarded with an out-of-run currency based on the contracts that I completed. 5. As a player, I would like to be able to spend my earned currency in a shop to improve my laboratory’s machines. | |
| Machine Interactions | | 1. As a player, I want the machines in my laboratory to passively complete the process after 2. As a player, I want to play a minigame for each machine’s interaction to speed up its process. | |
| User Experiences | | 1. As a player, I want to have music to listen to while I play the game. 2. As a player, I would like a tutorial to show me the basic concepts of the game. 3. As a player, I would like to be given tooltips for important aspects of the game. | |
| Quality Assurance & Testing | | 1. As a developer, I want to perform I want to perform comprehensive testing to identify and fix bugs. 2. As a developer, I want to gather feedback from play-testers to improve the game's balance and user experience. | |
| **Project Exclusions** | | | |
| Additional User Experiences | 1. 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. | | |