

# Product Planning (draft) StandUp Game

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# 1 Introduction

In modern day society a sedentary lifestyle seems to become more common every day. Devices with screens seem to have invaded our lives more and more and combined with the internet, they have eased countless tasks, to the point where most things can be done without moving from the comfort of your chair. Sounds nice, doesn't it?

Sadly this sedentary lifestyle also brings about some negative consequences, one of them being the health of the people whom follow this lifestyle. Sitting for prolonged periods of time increases X and Y.

To try to drive people towards a healthier lifestyle we came up with the this game which stimulates to move for 5 minutes every hour.

# 2 Product

Every hour, the player can go on a new stroll. When the player starts a new stroll, a 5 minute timer starts. While the player is walking during these strolls, there exists a change that an event occurs. These events are small challenges that the player has to complete and for which he or she will be rewarded. The more challenges the player is able to complete during these five minutes, the bigger the reward. When the timer hits zero, the stroll ends and the player has to wait another hour before starting a new stroll.

The rewards consist of collectibles of different rarities.

## 2.1 High-level product backlog

**Stroll** A player must be able to enter a game state (called a stroll) for five minutes every hour where events can be encountered and completed

**Events** A player must be able to complete different types of physical challenges called events during a stroll

**Timer** A timer that keeps track of the time to the next stroll and the time passed during a stroll

**User Interface** A user interface that requires zero training or experience to use

**Rewards** Rewards in the form of collectibles

**Groups** Player groups that enable more rare rewards if the players in said group cooperate

**Collection Screen** A screen where the most rare rewards of the players of the group are displayed

**Settings Menu** A screen where several options can be adjusted to match the players wishes (e.g. notifications and volume)

### **3 MoSCoW**

#### **3.1 Must have**

- A player can go on a stroll at maximum once per hour.
- Only during a stroll can a player receive an event.
- An event has to be playable.
- The player is rewarded for the events completed.
- The game must contain visual components.

#### **3.2 Should have**

- A player should be able to see his/her rewards
- A player should be able to play collaborative with other players.
- The game should contain sound effects.

#### **3.3 Could have**

- A player could reset his/her progress
- A player could play competitive against someone else.

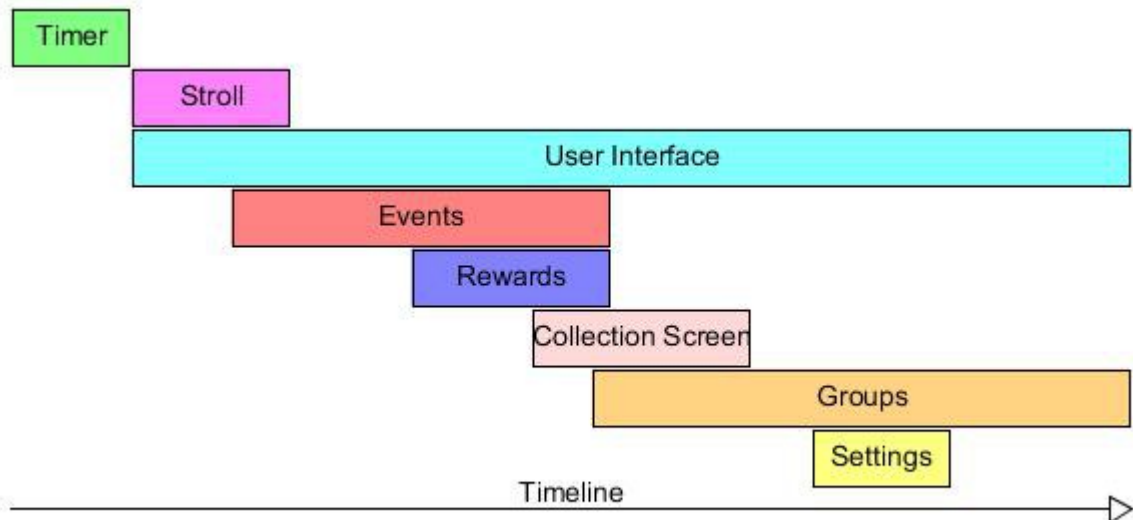
#### **3.4 Won't have**

- We won't use geo-location to find nearby players.

### 3.5 Roadmap

Now that the features are defined of what must, should, could en won't be in the game, we can create a rough visual of how long we expect to work on each task and in which order. The timeline does not have a unit of measure yet because we did not want to have fixed sprint plans so far in advance.

Please keep in mind that the following milestones are still subject to change.



**Sprint 3** During this sprint we want the timer to function, since this is an element that belongs to the core of the game and therefore a lot of other functions rely on it.

**Sprint 4** During this sprint we hope to start and finish the strolls, start working on the UI and also make a start on the implementation of the events.

**Sprint 5** During this sprint we continue working on the UI and the events, and make a start on the rewards. If we work efficiently we might finish the events this week.

**Sprint 6** If the events are not finished yet, then they should be finished this week. The rewards should also be done this week and we start working on the collection screen.

**Sprint 7** The collection screen should be finished and we start working on groups.

**Sprint 8** We continue working on groups and the settings menu should be made and completed.

**Sprint 9** Finish the groups and the UI. There should also be some time left that might be needed for unexpected delays.

**Sprint 10** Polish and finish the game.

## 4 Product backlog

With the features and behaviour described in the MoSCoW section we are now able to define user stories for these features.

### 4.1 User stories of features

- As a player, I want to be able to go on a stroll at maximum once per hour, so that I am not completely distracted from my work.
- As a player, I only want to be able to receive events when I am actually walking during a stroll, so that I am stimulated to exercise.
- As a player, I want to be able to play the received events, so that I can complete them and get rewards for these completions.
- As a player, I would like to be able to see my rewards, so that I can see my progress in this game.
- As a player I would like to be able to collaborate with other players, so that we can motivate each other.

### 4.2 User stories of defects

*We have difficulties coming up with these at the current stage of development.*

### 4.3 User stories of technical improvements

*We are unsure what to put here, and would love to learn it before the final version.*

### 4.4 User stories of know-how acquisition

*We are unsure what to put here, and would love to learn it before the final version.*

### 4.5 Initial release plan

Please keep in mind that the following releases are still subject to change.

**Sprint 3** The timer should be working and counting down on the main menu. The game should also be able to go to the settings menu and back.

**Sprint 4** Players should be able to go on a stroll every hour, and a notification should pop up every time an event is encountered. Encounters do not do anything else other than showing a pop up.

**Sprint 5** Events should be playable and some rewards might be given at the end of a stroll.

**Sprint 6** Rewards and events should fully work.

**Sprint 7** The collection of rewards should be accessible and inspectable.

**Sprint 8** The settings menu should be accesible and work.

**Sprint 9** Groups and the UI should be completely done.

**Sprint 10** Final product

## 5 Definition of Done

A feature of our game is considered to be done when:

- The feature behaves as defined in its requirements.
- Every method and every class has javadoc-style commenting.
- Code coverage that can be programmatically tested (e.g. non-GUI) exceeds 75%.
- It has been reviewed by at least two people other than the creator.
- It should pass Checkstyle, PMD and FindBugs within reasonable context.

## Glossary

**event** A small challenge that the player has to complete. 2, 3

**stroll** A 5 minute walk. 2, 3