

# Sprint 2 Completed Tasks/User Stories

ID	As a	I want to	So that	Acceptance Criteria (format: use keywords Given, When, Then)	Status	Sprint
US 4	Player/ Customer	have a variety of maps to choose from	I can experience different terrains and battlefields.	Scenario: Choosing a Map Given: The player is on the game screen When: The player selects the map selection option Then: A list of available maps is displayed, and the player can select one to start the game on that map.	Done	2
US 8	Player/ Customer	have different language options	fit my language preferences.	Scenario: Language Options Given: The player is on the game screen When: The language selection option is available Then: The player can select a language preference, and the game's language will be changed accordingly.	Done	2
US 9	Player/ Customer	pause the game at any time	take a break or attend to other matters.	Scenario: Pausing the Game Given: The game is in progress When: The player presses the pause button Then: The game is paused, and the player can resume playing or exit the game.	Done	2
US 10	Player/ Customer	play on different difficulty levels	I can challenge myself and get different experiences.	Scenario: Difficulty Levels Given: The player is on the game screen When: The player selects a difficulty level Then: The game's difficulty is changed, and the player experiences a different level of challenge.	Done	2
US 11	Player/ Customer	my shells to score differently when they hit enemy forces	affecting my strategy and scoring.	Scenario: Shell Scoring Given: The player's tank fires a shell When: The shell hits an enemy tank Then: The player scores points. If the shell hits a friendly tank, the player loses points.	Done	2
US 13	Player/ Customer	customize my game's graphics, such as resolution and quality	I can get the best game experience	Scenario: Graphics Customization Given: The player is on the game screen When: The graphics customization option is available Then: The player can adjust the game's graphics settings, such as resolution and quality.	Not Done	2
US 14	Player/ Customer	collect power-ups such as health boosts, speed boosts	I can increase my chances of survival and progress through the game.	Scenario: Power-Ups Given: The player is on the game screen When: The player collects a power-up Then: The player's tank gains a benefit, such as increased health or speed.	Done	2
US 16	Player/ Customer	be able to hide behind obstacles such as walls and rocks	I can avoid enemy fire and ambush them.	Scenario: Obstacle Hiding Given: The player's tank is near an obstacle, such as a wall or rock When: The player presses the hide button Then: The tank moves behind the obstacle and is hidden from enemy fire.	Done	2
US 17	Player/ Customer	be able to customize my tank's appearance with different skins and colors	I can personalize my gameplay experience.	Scenario: Tank Skin Customization Given: The user is on the main menu When: The user selects the "customize tank" option Then: The system displays the customization options, including skins and colors And: The user can select a skin and color And: The system applies the selected skin and color to the tank	Done	2
US 18	Player/ Customer	have access to different types of tanks with different stats, such as speed, health, and firepower	I can choose the one that suits my playstyle the best	Access to Different Types of Tanks Scenario: Tank Selection Given: The user is on the main menu When: The user selects the "choose tank" option Then: The system displays the tank options, including their stats such as speed, health, and firepower And: The user can select a tank that suits their playstyle the best And: The system applies the selected tank and its stats to the gameplay	Done	2
US 20	Player/ Customer	have access to different sound effects for different actions, such as firing a cannon or collecting a power-up	enrich my game experience	Scenario: Sound Effect Customization Given: The user is on the main menu When: The user selects the "sound options" option Then: The system displays the sound options, including different sound effects for different actions And: The user can select a sound effect for each action And: The system applies the selected sound effects to the gameplay	Done	2

# Sprint 2 Burndown Chart

