

High Level Goals:

- Have all user controls implemented for functionality (touch screen)
- Be able to generate objects with graphics to represent players and all things players can interact with.
- Have a combat interface with enemies that dynamically react to combat to present challenge
- Be able to generate an interactive map of tiles, create fleshed out leveling and maps, and implement movement and combat mechanics.
- Create interactive menu with the capacity to change the game state, all of this having been done through android studio.

Sprint 1 {Figuring out app creation and graphics implementation}

- *User story 1 (5 pt)* - As a user, I want to see a finalized plan of the game logic and systems, such as: leveling system, and combat mechanics so that I can see what kind of game this project would be.
- *User story 2 (3 pt)* - As a user, I want be able to download an app that has a basic menu with buttons that will change the game state when pressed so that I am able to navigate different aspects of the game.
- *User story 3 (2 pt)* - As a user, I want to see tiles on a map so that I can experience a feel for the game and the new environment at an early point in time.

Sprint 2 {Adding the game mechanics and creating a functioning game}

- *User Story 1 (10 pt)* - As a user, I want to see the player character on the screen with aesthetic graphics, with the capacity to change said graphics based on certain interactions because one of the high level goals is to have interactive graphics.
- *User story 2 (12 pt)* - As a user, I want my player character to be able to interact with the map and its objects, such as being restricted from traveling on water/mountain tiles so that the game experience is more immersive and interactive.
- *User story 3 (10 pt)* - As a user, I want to have a fully functional combat game state where all decisions made by the character will work as desired in fighting the enemy because functioning combat mechanics would bring an enjoyable experience to me.
- *User story 4 (8 pt)* - As a user, I want to see some kind of artificial intelligence for enemies so that interactions are more interesting because challenging combat encounters make for an enjoyable gaming experience.

Sprint 3 {Adding polish to the game to make it immersive and challenging}

- *User Story 1 (6 pt)* - As a user, I want to see excellent and consistent documentation so that bugs and issues will be easier to resolve.
- *User Story 2 (13 pt)* - As a user, I want a finished combat system that's implemented with the player and item classes so that I have an actual game to play.

- *User Story 3 (6 pt)* - As a user, I want the game to be turn-based so that the enemies play after I make a move.
- *User Story 4 (13 pt)* - As a user, I want to design a basic game story comprising levels, each with multiple map screens so that the game is aesthetic and entertaining to me.
- *User Story 5 (4 pt)* - As a user, I want each level to have a larger area so that the game feels more immersive.

Product backlog:

- Emphasizing resource gathering and random number generating for the turn-based game, similar to settlers of catan was our group's original idea. This did not make it into the release because this would require multiplayer implementation in order to be an enjoyable user experience, and we decided that focusing on developing a single player user experience should be prioritized first.
- Multiplayer implementation was initially discussed as a possibility, however we decided against it as none of us have any prior experience using android studio nor multiplayer implementation, so we decided that creating full functionality for multiplayer using profiles and online connection seems unrealistic given the span of three sprints.
- RPG elements of the game were also considered for bringing the game feel of fantasy to the player, however we decided since we largely wanted to focus on implementing combat mechanics and figuring out the display of graphics where polish in graphics is emphasized, this would bring a more enjoyable user experience than an intricate plot and storyline, and the time it would take to set up control and logic for this.
- **Project presentation:** <https://docs.google.com/presentation/d/1ZtX440FV60-TmJAmmZYIYyHaOU0D9-EsIhCyn3ls5w/edit#slide=id.p>