

BACKLOG

PRIORITY EST. STATUS

SPACESHIP

Upon new game, a Spaceship object is created of fixed size, at the centre of the

screen.

MUST CLOSED

It moves in the direction it points with the up arrow, you can point it left or right with the

MUST CLOSED

The Spaceship fires a Laser which is triggered by pressing the spacebar.

MUST CLOSED

If the Asteroid touches an asteroid it loses a life.

SHOULD CLOSED

The Spaceship is created with three lives.

SHOULD CLOSED

If all lives are lost, the player dies.

MUST CLOSED

If the player loses a life, they should be put back to the centre of the screen.

SHOULD CLOSED

avoid dying

continuously because of crowding asterids in the centre.

SHOULD CLOSED

ASTEROID

Asteroid objects have a velocity and size as attributes.

MUST CLOSED

When a new level or game begins, a fixed number of Asteroid objects are created at

MUST CLOSED

Asteroids are polygons that vary in size.

MUST CLOSED

two smaller

asteroids.

MUST CLOSED

Asteroids move across the screen at a fixed velocity, this velocity is affected by being hit

MUST CLOSED

Asteroids don't interact with each other, they pass through each other.

MUST CLOSED

LASER

The Laser object has a lifespan and velocity as an attribute.

MUST CLOSED

Fired from the centre of the ship.

MUST CLOSED

that of the

spaceship.

MUST CLOSED

Collision with an Asteroid causes the Laser to disappear.

MUST CLOSED

If it does not collide with anything, the laser dies after a certain amount of time (lifespan).

MUST CLOSED

Holding the spacebar shoots at most 5 lasers to prevent spamming lasers.

SHOULD CLOSED

ACCOUNT

Upon running the program, a user can register as a new user.

MUST IN PROG.

They click the REGISTER button and are brought to a register page.

MUST IN PROG.

The user name is a combination of provided "Clan Names" and user chosen integers.

MUST IN PROG.

Passwords are generated randomly and provided for the user.

MUST OPEN

This user and their credentials are saved to a local database.

MUST OPEN

The password should be saved in a hashed format.

COULD OPEN

In the opening screen the user must log in with their credentials.

MUST IN PROG.

If they've entered incorrect information, the text fields should flash/turn red.

SHOULD IN PROG.

second

window.

MUST IN PROG.

The user can be changed at any point.

COULD OPEN

SCORE

The score is calculated based on the number of asteroids destroyed.	MUST	CLOSED
Smaller asteroids give more points than larger asteroids (score is calculated using the	SHOULD	CLOSED
Every score is saved to the local database with the corresponding user account.	MUST	OPEN
After finishing the game, the user is shown their score on screen and presented with	MUST	OPEN
The top 5 high scores are retrieved from the database after each game and the top five high scores are displayed on screen, with their corresponding players' initials.	MUST	OPEN

SOUND

In the background of each game, there is music played.	COULD	OPEN
The music begins when a new game is started.	COULD	OPEN
When a new level is entered the music reflects the change in difficulty and increases in speed.	COULD	OPEN
Music stops when the character dies.	COULD	OPEN
Starting a new game, entering a new level, ending a game all have distinct tones or sound effects.	SHOULD	OPEN
Frining Lasers makes a "pew" laser noise.	SHOULD	OPEN
Hitting Asteroids makes an explosion sound effect.	SHOULD	OPEN

LEVELS

When all the asteroids are destroyed, you enter a new level.	SHOULD	CLOSED
The new level should be displayed on screen.	SHOULD	CLOSED
Each succeeding level should be harder than the previous.	SHOULD	CLOSED
The size or number of Asteroids should increase.	SHOULD	CLOSED
The highest level reached should be shown on the death/end screen.	COULD	OPEN

MULITPLAYER

Starting the program opens a server connection and establishes a connection to said server.	WON'T	OPEN
Multiple people can connect to the server and create two player games.	WON'T	OPEN
When a player starts a game they are automatically paired with another user also trying to start a game at that time.	WON'T	OPEN

THEMES

In either the opening window or some secondary window, the user will have the option of choosing a theme for the game.	WON'T	OPEN
Once the theme is chosen, icons, graphics and backgrounds will change to the chosen theme.	WON'T	OPEN
The theme will be reset to some default every time.	WON'T	OPEN
The themes will be predefined options (space, ocean etc.)	WON'T	OPEN

SCREENS

There must be an opening screen to log in with the games title, a username text field, a password text field, a login button and a register button.	MUST	CLOSED
There must be a register screen where the user can see the options of clans and has a keypad of buttons to type numbers, there should be an area that displays the generated password and a register button.	MUST	IN PROG.

There should be a secondary screen that should have the options for the themes, an option to turn off sound, and the buttons to start a game or exit the program.	SHOULD	IN PROG.
Once the game has been started, you should see the Asteroids, the Spaceship, the score, the number of lives remaining.	MUST	CLOSED
The game screen should be looped, so if you exit the screen on the right at some y-value, you should re-enter on the left at the same y-value (and the same for all other directions).	MUST	CLOSED
When you die, your score should be displayed on screen with either the words "Game Over".	MUST	CLOSED
If the user has gotten a high score, the words "High Score" should be shown on the screen.	SHOULD	OPEN
The end screen should provide a keyboard of buttons to type in ones initials.		
There should be a button to click enter to save the score with the name	MUST	IN PROG.
Then, the top 5 high scores should be spayed and there should be exit and new game buttons.	MUST	IN PROG.