**ASSESSMENT TASK 1 COLLEGE OF SINGAPORE**

 **INDIVIDUAL TASK COVER SHEET**

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| *Student*  *Please sign, date and attach cover sheet to front of assessment task for all hard copy submissions* | | | | | | | | | |
| **SUBJECT CODE** | CP2406 | | | | | | | | |
| **STUDENT FAMILY NAME** | **Student Given Name** | **JCU Student Number** | | | | | | | |
| Le | Nguyen Hoang Thinh Hung | 1 | 3 | 5 | 7 | 1 | 5 | 9 | 1 |
| **ASSESSMENT TITLE** | Assignment 1 | | | | | | | | |
| **DUE DATE** | 29 April 2019 | | | | | | | | |
| **LECTURER NAME** | Raymond Ching | | | | | | | | |
| **TUTOR NAME** | Raymond Ching | | | | | | | | |
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User story

* Independent

As a user, I want to create my character’s profile to my light cycle to play game.

Estimate: 5s

Priority: Medium

* Valuable

As a user, I want to play with my friends on them same screen.

Estimate: Immediately when the game starts

Priority: High

* Estimable

As a user, I want to track the score to see how many score I got while moving the light cycle

Estimate: Immediately when the game starts

Priority: High

* Small

As a user, I want to choose the color for my cycle and change it whenever I want

Estimate:5s

Priority: Low

* Testable

As a user, I want to identify when the game is over and the name of the winner of the game

Estimate:5s

Priority: Low

Spike story

* As a user, I can look at the leaderboard and the high scores of the game

Estimate: Right when the game starts

Priority: High

* As a user, I can save my scores to a file

Estimate: Right when the game ends

Priority: High

* As an admin, I can display the high scores on the game screen

Estimate: Right when the game starts

Priority: High

UML Class Diagram:

s