Sprint 3 Features Requirements

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1 Introduction

In this document you can find the requirements for the features of this sprint. These features are having multiple lives, monsters dropping powerups and a score system. The requirements are presented using the MoSCoW methodology.

2 Must Have

- The player must be able to see his score on the main screen.
- The player must be able to gain points.
- When the player kills a monster or picks up a power up, the score must increase.
- The player must be able to see how many lives he has left.
- When the player dies, he must lose a life.
- When the player dies and he has no lives left, the game must be over.
- When a monster dies, he must sometimes drop a powerup.
- When a special powerup is picked up, there must be an effect (e.g. slow motion monsters).

3 Should Have

- The player should be able to replenish lives.
- There should be a high-score.
- The player should start with X lives.
- There should be a limit to how much lives the player can have.

4 Could Have

- There could be ways to spend your achieved points.

- There could be extra hard powerups to get, e.g. getting one of each letter to spell a word.

- There could be a system where powerups are not spawned randomly, but with a certain rarity bound to each powerup.

5 Won't Have

- The score won't be saved online.