











Rival Analysis

Chosen app: **Convicted: Jail Break**

Categorized and Analysed Requirements as User Stories

Must Requirement	Own Requirement
<p>As a user I want play as a prisoner To feel immersed</p> 	<p>As a user I want to change language So that I can understand the app.</p> 
<p>As a prisoner I want to progress So that I can get stronger</p> 	<p>As a user I want to disable to sound So that I don't have to disable the sound global wise on the phone.</p> 

Must Requirement	Own Requirement
<p>As a prisoner I can gain multiple attributes Which makes me more powerful</p> 	<p>As a prisoner I want to escape So that I can win the game</p> <p>[No Picture]</p>
<p>As a system I want to give the user a tutorial So that the user understands the game</p> 	<p>As a user I want several prisoner options So that I can play as multiple prisoners</p> 

Must Requirement	Own Requirement
<p data-bbox="292 232 695 331">As a user I want to see my stats So that I know how powerful I am</p> 	<p data-bbox="935 232 1265 331">As a prisoner I have a backpack So that I can put things in it</p> 
	<p data-bbox="900 920 1302 1019">As a system I keep my users playing the game By giving them daily bonuses</p> 

Must Requirement	Own Requirement
	<p data-bbox="916 230 1284 336">As a system I have an in-game currency So that I can generate revenue</p> 