Team A3 Backlog

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| **Feature** | **Resources** | **Key Features** | **Status** |
| Survival Mode Crash | 7-8 Hrs  2 man team | * Allow for user to die in survival and return to menu | Completed |
| Help Menu | 1 hr  1 man team | * Make help menu clear on controls | Completed |
| Enemy Spawning | 8-10 Hrs  3 man team | * Fix enemies despawning or not spawning at all | Incomplete |
| Difficulty Settings | 10 Hrs  2 man team | * Add an easy, normal,  hard, and extreme difficulty | Completed |
| “Ghost Watch Out Message” | 2 hrs  1 man team | * Message appears on right level | Completed |
| Upgrades | 8 Hrs  1 man team | * Implement Upgrades to differentiate game play | Completed |
| Fix Health Bar | 4 hrs  1 man team | * Shown health bar go down to zero | complete |
| Screen Scaling | 3 Hrs  1 man team | * Allow for users on any screen to play the game | Completed |
| Attack Enemies | 6 Hrs  2 man team | * Attack enemies using left click | Incomplete |
| Additional Sound Effects | 3 Hrs  1 man team | * Add sound effect when almost dead | Completed |
| Controls | 2 Hrs  1 man team | * Add WASD controls | Completed |
| Character Customization | 2 Hrs  2 man team | * Allow users to change character image | Complete |
| Additional Game Modes | 20 Hrs  2 man team | * Add new game modes besides survival and wave mode | Incomplete |
| Fix Score in Survival | 5 hrs  2 man team | * Allow for score to increase steadily | Completed |
| Fix Pause Menu | 2 hours  1 man team | * Make it so users can unpause from game | Completed |
| Add test buttons | 3 hours  1 man team | * Add buttons that will be used only for testing and not in the main game | Completed |