CS 40700
Team 6
Confronting Morality Demo
Product Backlog

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Problem Statement

Every year, people are clamoring for new entertainment options. This holds true to the video game industry. ParrTay Gaming, LLC hopes to sate this endless entertainment hunger by creating a new and innovative single player game. This game will be unique due to its fast paced retro action combined with large-scale complex character development. While impossible to create an entire game in a few months, our team hopes to create a fully functional demo by the end of the semester.

Background Information

Mentioned above, this project is a demo for a full scale single player video game experience. The domain for the software encompasses all peoples with computer access and wanting to entertain themselves for a long period of time, like any other computer video game. More specifically, the targeted users of this demo are the people in the domain who are deciding on what the next game they are going to buy is. Ideally, the demo will convince these people to buy the full game.

There are plenty of other video games out there that are vaguely similar. Examples include "The Legend of Zelda," "Kingdom Hearts," and "Moonlighter."

Our game hopes to set itself apart in a few ways. First, simply by being new will allow customers who have already played other similar games to play this one as well. Second, the combat (utilizing commands) is much more involved than many other 2D action-adventure RPGs, such as "Zelda." Third, the novelty of the puzzles will be much more enjoyable than other titles such as "Kingdom Hearts." Fourth, the massive amount of character developed planned is not found in any other 2D action-adventure RPGs*. Finally, relating to this project alone, there are no other demos for the final game. This creates a full experience that has more depth than other similar solutions.

*Character development and dialogue is not a focus for this demo experience.

This project will be made utilizing a GitHub repository for collaboration. The link to the project can be found here: https://github.com/JazzParr/CS407.

Functional Requirements

1. As a user, I would like to be able to play the game online.
2. As a user, I would like to alternatively play the game as an executable.
3. As a user, I would like to navigate a main menu to play and quit the game.

Player
4. As a user, I would like to use a keyboard/mouse to control the playable character.
5. As a user, I would like to alternatively use a gamepad to control the playable character.
6. As a user, I would like to be able to move in any direction.
7. As a user, I would like to see my character facing the direction he is moving.
8. As a user, I would like to be able to dash/dodge out of harm's way.
9. As a user, I would like the dash to have multiple usable charges that recharge over time.
10. As a user, I would like to swing my character's sword in any direction.

11. As a user, I would like to chain sword swings in a combo attack.
12. As a user, I would like to see my character move slightly with the sword swings based on my input.
13. As a user, I would like to have a set amount of health (hp) that gets lowered when I take damage.
14. As a user, I would like to always survive a hit with at least 1 hp, unless already at 1 hp.
15. As a user, I would like to die when my health runs out.
16. As a user, I would like to have the option to restart or quit when I die.
17. As a user, I would like to have the option to pause the game at any time.

Player Commands
18. As a user, I would like to be able to switch my selected command.
19. As a user, I would like to execute my selected command.
20. As a user, I would like the commands to be unusable again until they recharge.
21. As a user, I would like a command that heals my player completely, but has a long recharge time.
22. As a user, I would like a command that has the character throw the sword like a boomerang as a ranged attack.
23. As a user, I would like a command that has the character spin rapidly in a circle with limited movement that attacks in an area of effect.

Heads Up Display (HUD)
24. As a user, I would like to see how much health I have remaining.
25. As a user, I would like to see how much time is remaining on my dash charges.
26. As a user, I would like to be able to see what command is selected.
27. As a user, I would like to see how long until my selected command is recharged.
28. As a user, I would like to see how long until the previous and next commands are recharged.
29. As a user, I would like to be able to minimize the HUD.
30. As a user, to be able to see a map of the labyrinth while the game is paused.
31. As a user, I would like to know which room of the labyrinth I'm in when viewing the map.

Labyrinth
32. As a user, I would like to explore a maze-like labyrinth of interconnecting rooms.
33. As a user, I would like to find keys to unlock certain doors in the labyrinth.
34. As a user, I would like to have to solve puzzles in order to progress through the labyrinth.
35. As a user, I would like to find a final boss room in the labyrinth.
36. As a user, I would like the backend "GameController" that sets up labyrinth progression and loads new set pieces/rooms to be hidden from view.
37. If time allows, As a user, I would like different types of keys for different types of doors.
38. If time allows, As a user, I would like a section of the labyrinth to be randomly generated, for a different experience every time.

Enemies

39. As a user, I would like to have to fight various enemies that hamper the player's path.
40. As a user, I would like to have the enemies fight with either static or dynamic artificial intelligence.
41. As a user, I would like to have an enemy that is easy to defeat, which simply walks around.
42. As a user, I would like to have an enemy that chases the player and visually charges attacks.
43. As a user, I would like to have an enemy that runs away from the player and uses projectiles to attack the player.
44. As a user, I would like the final boss to have multiple ways to attack the player.
45. As a user, I would like to have to wait for/create an opening to strike at the final boss.

Arena

46. If time allows, as a user, I would like to have the option to select the arena from the main menu.
47. If time allows, as a user, I would like to be trapped in a room full of various combinations of enemies.
48. If time allows, as a user, I would like to have to defeat all the enemies to move on to the next round.
49. If time allows, as a user, I would like to have to complete 10ish rounds to complete the arena, with each one getting progressively harder.
50. If time allows, as a user, I would like the final round to be a boss fight.

Non-Functional Requirements

1. As a user, I would like to see aesthetically matching art throughout the demo.
2. As a user, I would like to see animations that show various actions being performed.
3. As a user, I would like to have background music depending on the action of the game.
4. As a user, I would like to have sound effects that emphasize actions in the game.
5. As a user, I would like the difficulty of the game progress as the player progresses through the labyrinth.
6. As a user, I would like to solve various types of puzzles that are intellectually challenging.
7. As a user, I would like the boss's attacks to be highlighted to give the player enough time to react.
8. As a user, I would like the boss to incorporate previous labyrinth challenges into the fight.
9. As a user, I would like the *usability* to have my choice in how I play (online/executable).
10. As a user, I would like the *usability* to have my choice in how I give input (gamepad/keyboard).
11. As a user, I would like the *response time* of inputted commands to be minimal, as close to real time as possible.

12. As a user, I would like the *security* of knowing that the game was tested, so as to eliminate bugs and glitches.
13. As ParrTay Gaming, I would like the *scalability* of the demo to be reused in the final game.