**Milestone I submission**

**Team: The Next Team**

**Proposed Level of Achievement:** Gemini

**Target Audiences:** Casual game players/users.

**Motivation:**

The frustration of going on a bus or MRT without anything to do to pass the time has always been a problem. For students, the stories of going on bus late for early class have also been a great pep talks on casual conversation. Hence, the game offers an approach to release a part of these stresses as the users can get into the position on the bus wheel in a fictional world. They can have control over their drives and enjoy the fictional theme; hence, reducing the stress on buses and MRT for waiting long hours.

**User Stories:**

* As a bus and MRT users, I have free time, but I cannot focus on serious work, I want a simple fun game to play to pass the time.
* As a student, I am frustrated of going on bus to school, especially for early classes, I want a get-away from that problem.
* As a casual player, I want to have a running game that looks cool with transformation of the character.

Further stories:

* As a casual user, I want to share my results with my friends and even multi-play with my friends (or even making new friends).
* As a resident in the city, I cannot remember the road names and it sometimes leads me to frustration, I want a fun game that implement the map and help me through it.

**Functionality:**

Core functionality:

* A running game with the bus as the main player. It can collect items and perform main different state such as running, accelerating, idle, etc.
* Recording of the local user best scores.
* Recording of general best scores from multiple users.
* Sharing scores to others through social media.

Further functionality (might be implemented):

* Multiplayer through a game room.
* Implemented Singapore Basic Map.

**Project scopes:**

* A mobile game app.

Features to be completed in mid-June:

* + Basics functionality of a running, including player’s movements, states, collecting items.
  + Different game scenes such as the entry scene and the game scene.

Features to be completed in mid-July:

* + Store scores locally and globally.
  + Share scores through social media.

From mid-July forward:

* + Ensure all the above features well-functioning.
  + Implement real-world map.