Team 7 Project 3/Project 4 Product Backlog

User Stories	Feature to be Developed	Estimated Complexity	Estimated Time	Sprint	Priority
"As a gamer playing a simple space shooter, I want an easy, intuitive control system that is quick to pick up."	In our 2D space shooter, we will develop a simple control system that consists of moving a space ship across the screen at a constant speed, that fires only one type of projectile.	As one would figure, since our control system is so simple, development of this part of the game should be relatively simple as well.	2 days	1	1
"As a gamer playing a simple space shooter, while I may desire a simple control system for my game, I still want it to be fairly challenging."	Develop obstacles, such as asteroids, that the player's spaceship will need to avoid. Also, player movement and asteroid movement will need to be tweaked quite a bit.	It will likely take quite a bit of testing to reach a point where we feel comfortable with the physics and orientation of the game objects.	6 days	1	2
"As a gamer, I want some sort of system that keeps my track of my progress/ achievements in a game."	A score counter that increases the longer a player survives in the game will be added. It will be used to gauge the player's performance.	This score will gradually increase with time, which is a simple way to gauge a player's performance in-game. It will also increase when obstacles are destroyed by the player.	1 day	1	3
"As a gamer, I want a means to compare my performance in a game to other players."	Developed during the second sprint, the final product will feature a leaderboard with a list of player scores in order from highest to lowest.	This requires that user scores be collected every time the game is ever played, and for these scores to be ordered correctly in the leaderboard. It will take time to develop this, and it won't be started until the second sprint.	5 days	2	4
"As a gamer, I want an intuitive user interface that makes it easier for me to customize/play my game."	The game will feature a very simple user interface that is easy to navigate.	Using the Unity Sample UI package that is freely available on the Unity Asset store, it will not take long to build a simple UI that a user can easily navigate. Extra time will be devoted to polishing it.	3 days	1	5
"As a gamer, I want to have a variety of options for customizing my gaming experience."	We will introduce a number features that make the user's experience more customizable. These will include customizable settings such as volume, game sounds, music tracks, backgrounds, spaceships, and attacks. This will be done over the course of both sprints.	These extra features are icing on the cake, and while they may not necessarily be that difficult to develop, other more important features will be prioritized over them. So, for the most part, these features will be integrated in during the second sprint.	8 days	1/2	6

"As a gamer, I want an easily accessible game, one that either doesn't take long to download/install, or one that I can pull up in a web browser quickly."	Our game will be a web application that a user can pull up in a web browser.	Integrating our game as a web app will be final step of a sprint, and shouldn't take too long, considering that the game will have already been built.	1 day	1	7