Project Proposal #2

Title: Attack of the Triangles

Vision: To create an intuitive, easy-to-pick-up mobile game that has little to no barrier to access and provides local/global score tracking.

Who: Tyler Cook, Anthony Ryden, Nick Rohn, Seth Perry

List of Requirements:

Business Requirements:

None. Since we are making a game, our product will not be interacting with any businesses.

User Requirements:

ID	Story	Agile Sizing
RU001	As a player I would like to switch the side I touch to shoot the circles so that my left-handed friends can play.	2
RU002	As a user I would like to be able to recover my password so that if I forget it, I can still access my account.	5
RU003	As a user, I'd like to be able to speed up the triangles or add more squares so that I can increase/decrease the difficulty.	3
RU004	As a user, I'd like to be able to change the colors of the shapes and the background so that I can customize my game.	2
RU005	As a user I'd like to be able to adjust settings like sound volume in a menu so that I can customize my experience.	3
RU006	As a user I'd like to be able to pause the game so that I can put it down and come back to it later.	2

Functional Requirements:

ID	Story	Agile Sizing
RF001	Users will be log in to a website so that they can check their scores compared with other people's.	13
RF002	Users will be able to register by entering an email address and a password into the login/signup prompt given when the game is opened so that they can access their scoring data.	3
RF003	Users should be able to view data based off of platform so that they can get a full summary of their scoring information.	3

RF004	Users will be able to start a new game, set difficulties, and enter the settings menu from the main menu.	2
RF005	Users should be able to see their score in the upper corner opposite of the side they are tapping on so that the score can be easily seen.	2
RF006	There should be a pause menu that allows the users to access certain settings, exit the game, or resume the game.	3
RF007	The users should be able to order the game instances by platform, date, and score.	3

Non-Functional Requirements:

ID	Story	Agile Sizing
RN001	The logon page will have a security feature so that accounts cannot be accessed by anyone other than the account holder.	8
RN002	The game should be able to be run on Android and Laptop so that multiple markets can be targeted.	3
RN003	The login should be universal so that users can store data from all platforms in one account.	3
RN004	Upon logging in, user should be directed to main menu within ten seconds.	5
RN005	Each game instance in the database should store a tag for the user, a tag the platform that was used, and the score so that the scores can be properly presented to the respective user.	2

Methodology: Waterfall until usable product, then Agile to add features.

Project Tracking Software: Trello

Link to Project Tracking Software: https://trello.com/b/0351TpbL/attack-of-the-triangles

Project Plan:

Making Game ⊙

Using Unity to create basic structure of game.

Make menus (Pause, Main Menu).

Create the database.

Design the website for viewing scoreboard.

Set up log in/register features.

Set up security feature for log in credentials.

Adding Features ⊙

Add password recovery feature.

Add color customization.

Add settings to settings menu.

Add functionality to game e.g., left-handed accessible.

Add feature to display score to website.

Add feature to display global scores.

Add feature to order scores based on platform.

Add feature to sort scores based on date and score.

Reviewing Game ⊙

Test for bugs by playing.

Test website performance.

Test game performance.

Test password recovery tool.