

Requirement ID	Description of Requirement	Story Points	Priority	Sprint No.	Description
1	Get Godot Setup and Installed	2	1	1	Install the Godot game engine
2	Familiarize With Godot	3	1	1	Become familiar with Godot, take basic tutorials ect.
3	Create the GODOT Project and Upload to Github	1	1	1	Create a new game project in GODOT and upload it to Github so that it can be edited by other members of the group
4	Create Spaceship Movement	5	1	1	Create a spaceship that can accelerate and follows basic physics equations
5	Create Enviroment	3	1	1	Create asteroids and other objects
6	Collision Detections Between Aseroid and Rocket	2	1	1	Detect when the asteroid hits the player (player then dies)
7	Create visuals for spaceship	2	1	1	Create the initial architecture document based off of Sprint 1
8	Create visuals for asteroids	2	1	1	Create the visuals for the asteroids that will act as obstacles for the player to avoid.
9	Create the Architecture Document	5	1	1	Create the visuals for the asteroids that will act as obstacles for the player to avoid.
10	Deliver Packages between 2 points	3	1	2	Allows the spaceship to move between 2 points to complete and objective
11	Create Spacestation/Base for objectives and respawn	2	1	2	Create a base that the player can respawn at and later preform upgrades
12	Create Golden Asteriod Player can collect	2	2	2	Create asteroids with resources the player can collect for resources
13	Create resource asteroid, package, and base visuals	3	2	2	Create the visuals we will be using for these sprites
14	Mini Map	5	2	3	Add a minimap to show thee wider location of the players surroundings
15	Fuel Depeletion	2	2	3	As the player moves, they use up fuel. If they run out of fuel they can't move. Additionally, as the spaceship gets less mass it should accelerate faster
16	Implement the system for upgrades	1	2	3	Implement an interface that would serve as the building block for allowing player upgrades
17	Ship Upgrades	1	2	3	Implement upgrades by affecting different variables when upgrades are purchased.
18	Resource Management	1	2	3	Allow the player to properly manage an interact with the varaibles that are affected by asteroid harvesting
19	Create menu graphics	2	2	3	Create all of the visuals for the menu
20	Oxygen Depletion	1	2	3	The player consumes oxygen and dies when they run out
21	Level design	5	2	3	Ensure that the level(s) are setup in a fun, fair, and egaging way with a sense of progression and challange
22	Quest Manager/Log	5	2	Final	Allow the player to interact with a quest log manager to manage different tasks
23	Add additional side quests to put inside the quest manager	3	2	Final	Come up with additional tasks the player can accomplish outside of the main goals outlined in our current sheet.
24	Refine graphics	5	2	Final	Revamp any graphics to ensure consistent artsyle and theme between all sprites
25	Refine the ship movement	2	1	Final	Tweak values to how the ship controls if found that it clashes with the gameplay of the level design
26	Testing and debugging	8	1	Final	make sure the game is issue free and fix ay issues
27	Game Balance	2	1	Final	Make sure the game is properly balanced and fun and fair to play
28	Sound Design	3	2	Final	Add sound effects to the game such as thrusting, colissions, shooting, etc. and add background music
29	Save and Load system	5	2	Final	Implement a save and load system that allows progress to be maintained after shutdown
30	Compile the game as an executable	1	1	Final	Compile the game as an executable so that it can be run outside of the game engine itself
31	Create video showcasing our work	2	1	Final	Make the video presenting how our game works, going through all the features in depth, making light amounts of video editing, etc.
32	Final Documentation	3	1	Final	Create documentation of the program logic including diagrams and descriptions as supplementation