BOofAL0000 – Milestone 2

Features

1. Login Screen
   a. Users will be able to login with their google account.
2. Levels/Maps
   a. Each level will be a different school at CU and the levels will be progressively more challenging. Minimum of 5 levels and maximum of 10 levels.
3. Leaderboard
   a. The leaderboard will display the users with the highest scores and their avatars
4. Towers/Traps
   a.
5. Powerups/Upgrades
   a. Once you kill a ram / clear a stage the user will get a certain amount of coins. Coins can be spent to buy powerups and upgrades. User can also spend money for coins.
6. Random Drops
   a. Powerups / upgrades will be randomly granted to player (without spending coins)
7. Monetization
   a. Make fun of them?
   b. Wall of Shame for who spent the most.

Requirements

1. Login Screen
   a. Functional
      i. Users must be able to login with Google account or create an account.
   b. Non-Functional
      i. It has to be secure and encrypted.
      ii. Simple GUI for main menu
2. Levels/Maps
   a. Functional
      i. Maps must be different for each level

b. Non-functional

3. Leaderboard
    a. Functional
        i. Leaderboard must rank scores highest to lowest
        ii. Leaderboard must have avatar displayed next to username
    b. Non-functional
        i. System should automatically update the leaderboard once a user finishes a game

4. Towers/Traps
    a. Functional
        i. Interacts with incoming enemy rams
        ii. Is animated/changes direction
    b. Non-functional
        i. Fires projectiles in-game at oncoming "invaders"

5. Powerups/Upgrades
    b. Functional
        i. Control speed of the enemies, Strength of defenses...
    c. Non-functional
        i. Purchasable

6. Random Drops
    a. Functional
        i. Create random number generator to control probability of drops
    b. Non-functional
        i. Randomly drops powerups for the user to use in-game

7. Monetization
    a. Functional
        i. Users must be able to deposit real money into their account
    b. Non-functional
        i. System must be able to process credit card transactions