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| Who is doing what? | |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Priorities | Highest | High | Medium | Medium-Low | Lowest |   Member 1: Shi Wei Wong  *User Story 1: As a player, I want to see the winning player's name displayed on the game over screen, so that I can clearly understand which player was victorious (especially in close matches). (1h)*  *User Story 2: As a player, I want to see how many hits I can take/have left before my next life is lost, so that I can keep track of my position in the battle and know how close I am to losing my next life. (2h)*  *User Story 3: As a player, I want to see the camera move with my character's position on the battle stage, so that a more dynamic atmosphere is created leading to a heightened game experience and more modern fighting game feel. (30mins)*  *User Story 4: As a player, I want to learn and master three distinct combat stances to get an edge on my opponent, so that I can switch between combat stances at will with each stance having an advantage and disadvantage. (1h)*  *User Story 5: As a player, I want to hear auditory feedback when my attack is disabled (due to exhaust bar being empty), so that I can understand that my attack is disabled due to empty exhaust, rather than my input not being read, thus creating a smooth user experience. (1h)* |