High Level Goals:

- Create a main "Game" class that offers update and draw loops
- A graphics library
- Content manager
- Implementation of physics
- Serialization library
- AI Helper Library
- Input library

User Stories for Release

Sprint 1:

- (21) As a game designer I want a main "game" class so that I can have a foundation to create my game.
- (5) As a player I want the created games to work on multiple operating systems.
- (13) As a game designer I want a graphics library so that I can have external assets appear on screen.
- (8) As a developer I need to learn C# in order to create to a game engine

Sprint 2:

- (13) As a game designer I want a content manager so that I can import my own assets
- (13) As a game designer I want an input library so that players will have the ability to interact with my games

Sprint 3:

- (8) As a game designer I want a camera system so that I can interact with the viewpoint
- (13) As a game designer I want a basic physics system so that the player can interact with the world

Sprint 4:

- (5) As a game designer I want a serialization library so that my game may be more content-driven
- (13) As a game designer I want an AI helper library so that I can quickly make in-game NPCs

Product Backlog:

- GUI
- Multiple cameras
- Example game
- GUI-based level editor tool
- Networking library