**Release Plan**

Krab Klashers

Ms. Krabs

Release name: Sapphire

Release date: March 12, 2015

Revision number: 1.0

Revision date: March 11, 2015

**High Level Goals:**

* to utilize Unity 3D as the primary development engine
* to utilize Blender to create 3D character models/animations/level objects
* create and interactive character that can move, jump, and attack
* create a visually appealing game, with unique characters, graphics, sounds, and environments
* create an interactive/clean menu and system for easy pick-up and play
* create a functioning multiplayer network for competitive player vs. player gameplay
* create an engaging combat system built around one-hit kills, dashing, parrying
* design dynamic levels for engaging/interactive gameplay, through level design and objects
* ensure fast paced action in a fun, arena style fighting game
* ensure gameplay and controls are smooth
* be able to launch game, select a level, join a room, and fight other players

**User Stories for Release:**

* **Sprint 1 (priority: highest - lowest)**

1. (6) As a player, I want to be able to move and jump around a 3D environment, so that I can traverse the levels.
2. (11) As a Product Owner, I want a 3D modeled/textured character, so that players can enjoy vivid 3D graphics as opposed to flat 2D graphics
3. (3) As a Product Owner, I want a 1st Person point of view, so players can experience the game in a more engaging way and really feel like a krab.
4. (8) As a developer I want animations for moving and attacking, so that the game and character is dynamic and given some life.
5. (7) As a developer, I want to create a solid first level, with texture, objects, and lighting, so that players can play in it and engage in combat

* **Sprint 2 (priority: highest - lowest)**

1. (3) As a player, I want multiplayer, so that I can play with friends, engage in dynamic gameplay, and play competitively.
2. (5) As a player, I want basic attacking so that I can defeat other players and win the match.
3. (13) As a Product Owner, I want a dash attack, so players can engage in a new combat mechanic that adds dynamic to the combat and gameplay.
4. (3) As a developer, I want respawn points, so players can spawn in various areas around the level, and continue playing after they die
5. (11) As a Product Owner, I want a 2nd level, so players can be entertained with a different environment to fight in and enjoy other level types.
6. (5) As a developer, I want particle effects for the Krab so that the character can be aesthetically pleasing and graphically impressive.
7. (3) As a developer, I want a death animation, so players are indicated of another players death as opposed to just having the player disappear.
8. (1) As a player, I want to play on a game controller, so that I have another option of playing the game if I am not attune to using a mouse and keyboard.

* **Sprint 3 (priority: highest - lowest)**

1. (8) As a developer, I want parrying, so dashing combat is balanced and allows for player deflection and not instant death.
2. (8) As a Product Owner, I want a 3rd level, so that players can engaged in a new environment and can give the game more replay value.
3. (1) As a developer, I want respawning to be refined and finalized, so that the gameplay is balanced and so characters are spawned in appropriate areas of the level.
4. (3) As a developer, I want my game numbers to be refined, so that the game functions as desired, has smooth gameplay, and is neither too easy nor too hard.
5. (11) As a Product Owner, I want the game to feature a cool, clean, and intuitive menu, so players can pick-up and play quickly, set their name, color, and create/join levels/rooms.
6. (5) As a developer, I want to create a title screen, so players are given an idea of what the game is about, and aesthetically draws their attention.
7. (3) As a developer, I want level refining, so that the levels are smooth and non-glitchy, allowing players to enjoy the levels without any problems.
8. (8) As a developer, I want the art to be refined, so that the game looks polished and professional for players to enjoy without being turned off aesthetically.
9. (5) As a developer, I want sound to be polished, so that the game engages and immerses players in the game with appropriate sounds of combat and interaction.

**Product Backlog:**

**High Level Goals:**

* Create physics environment where players can crash into and knock down level objects
* Have unique animations for each individual character type and idle animations featuring claw snapping/sharpening/taunting
* Have team game mode where players can team up in team vs. team gameplay

**User Stories:**

* As a developer, I want a simple 3D level objects with physics, so that players can knock them down when they dash into them.
* As a developer, I want individual animations for the different characters, so that players can have a sense of identity with their character.
* As a player, I want team based game modes, so that I can team with my friends and fight team vs. team.