Release Plan

Product name: Walls and Holes
Team name: 3D Map Tool Team
[Planned] Release Date: 3/9/18
Version 1.1, revised 2/23/18

High Level Goals: Be able to block out a 2D map with a tile grid, and automatically have it converted into a usable 3D map. The 3D map to be generated will be viewable in an in app view. Be able to create (or import) custom materials, and have them applied to prespecified tiles. Have access to intuitive tools to assist in the creation and editing of a map.

User Stories for Release:
- Sprint 1:
  - 13 - As a level designer, I want to be able to assign cells of a grid to different tile presets
  - 13 - As a map maker, I want to be able to turn the 2D tile map into a 3D map
  - 3 - As a 3D modeler, I want the program to export the terrain mesh to file formats that can be read by standard 3D modeling programs so that I can refine them with my own tools
  - 8 - As a level designer, I want to see the 3D view of the map that I am making so that I don't have to export it to visualize it
  - 5 - As a user, I should be able to save and load a tile map
  - 3 - As a user I should not have to specify anything extra for the map to blend tiles together properly
- Sprint 2:
  - 2 - As a user, I want the program to export tileTemplate definition files and map files separately.
  - 3 - As a level designer, I should be able to see different views of the tile map to better understand what the output will be.
  - 8 - As a level designer, I want to be able to create and edit the list of TIleTemplates I want to use
  - 13 - As a map maker, I want to edit the map with various convenient tools
  - 5 - As a level designer, I should be able to preview the changes my tool is about to make.
  - 13 - As a level designer I should be able to define map presets
  - 3 - As a user, I should be able to use several different TileTemplateSets within a single map.
- Sprint 3:
  - 8 - As a level designer, I want the mesh and its materials to be exported.
  - 13 - As a user, I want there to be no redundancies in the mesh.
  - 3 - As a user, I need a user manual and examples so that I can quickly figure out the software.

- ○ 8 - As a user, I should be able to install the program using an installer.
- ○ 5 - As a user, I want my list of tile materials to be save-and-loadable.
- ○ 3 - As a user, I want to be able to undo and redo actions.
- ○ 8 - As a level designer, I want the mesh generation process to connect diagonal lines.
- ○ 3 - As a user, I want to be able to use hotkeys.
- ○ 3 - As a user, I expect the toolbar to consist of icons instead of words.
- ○ 5 - As a level designer, I want to be able to assign a material to a tile's top and sides separately.
- ○ 5 - As a user, I want to be able to select and modify many tiles at a time.
- ○ 5 - As a user, I expect my program settings to persist between usages.

Product Backlog:
- ● 5 - As a level designer, I should be able to modify the properties of a particular tile, and I should be able to modify its sides separately
- ● 3 - As a level designer, I should be able to assign a default material for all tiles matching a set of tags / types
- ● 8 - As a level designer, I want to be able to mark up my maps with arbitrary details so that I can fully describe the layout of the terrain to the 3D modelers