Release Plan

Heading:Release Plan

Project: DAVE

Team: DAVEDATE

Release: DAVE prototype

Release Date: 7/27/16

Revision number: 0

Revision Date: N/A

High level goals:

Be able to generate semi-coherent first draft screenplays

Be able to generate novel narrative content for games

Be able to generate semi-random strings of sentence for a good laugh

User Stories for release:

Sprint 1:

User Story 1:

-          As a user I would like a program that can return an output based on my input so that I know the output of the program is not totally random.

User Story 2:

-          As a non-software engineer, I would like the program to return output in the form of a word or pdf file, because I don’t like .txt

Sprint 2:

User Story 1:

-          As a scriptwriter, I would like a program that can return stories in conventional screenplay format because screenplay format is crucial to readability.

User Story 2:

-          As a non-software engineer, I would like the program to have an intuitive and inviting GUI because I do not like the command line.

Sprint 3:

User Story 1:

-          As a writer I would like to read a correctly formatted series of grammatically valid sentences because word jumbles are hard to read.

User Story 2:

-          As a person, I would like a program that can generate humorously insane/random stories on a whim because I enjoy laughing.

Sprint 4:

User Story 1:

-          As a writer I would like a program that can generate coherent first draft scripts for me to revise because coming up with ideas is hard.

User Story 2:

-          As a MMO designer I would like a program that can generate novel narrative content for my games because it is hard to create original content for these games, and professional writers are expensive.

User Story 3:

-          As a producer I would like a program that can remove the writer from my payroll because I am an evil caricature who values profit margins over art.