Release Plan

2D “twin-stick” shooting game

Team name: PoverTea Studios

Release name: 2sticks4shooting (\*Working title)

Product release date: 3/12/15

Revision number: 0.1.0 - 1/19/15

**High level goals:** (Highest priority goals at top)

* Project management:
  + “Scrum” style meetings (tri weekly) and agile development process: Three 3-week sprints up until release.
  + Consistent release functionality: a hypothetically “shippable” build of product at the completion of each version of the prototype.
  + A CMPS 115 viable website.
* Playable character(s) featuring these key gameplay mechanics and concepts:
  + The completed implementation of our player character base mechanics found in our game design document. (Twin digital direction input devices, “reticle” inspired aiming system, 8-way movement, sprite objects and animations, etc.)
  + A weapon system involving at least 30% of our unique weapons concepts found in our game design document. (Currently three completed unique projectiles)
* One completed playable dungeon featuring at least two of three level design concepts:
  + Procedurally generated rooms built from a pool of predetermined elements.
  + A sense of world persistence--the players’ interactions and experiences with the dungeon effect world generation.
  + A unique and memorable aesthetic that reflects our most desirable atmosphere and “game feel.”
* A completed set of original sprites and animations for at least one player character, at least one enemy, and at least one type of room and its elements.
* Multiplayer or playable character mechanic developed off the base of one or two directions that should be decided by at latest middle of second sprint:
  + A multiplayer system that includes at least two player cooperative dungeon progression.
    - Primary sprint: no aesthetic differences between players.
    - Stretch goals: unique aesthetics between players (no mechanical diff.)
  + An option for multiple playable characters.
    - Primary sprint: at least two mechanically similar but uniquely designed playable characters. (Minor mechanical diff.)
    - Stretch goals: Include multiplayer options.

**User Stories:** (Story points) Story description

* Sprint 1
  + (7) As a player, I want clean and intuitive means of launching the game.
  + (4) As a player, I want responsive and sensible control in an action heavy game.
  + (4) As a player, I want to experience an engaging and deep mechanic.
  + (9) As a developer, I want a smooth implementation process and modularity.
  + (7) As a developer, I want systems where safely rebalancing, removing, and tweaking mechanical elements is possible.
  + (5) As a developer, I want room to expand the mechanics as we complete first goals.
* Sprint 2
  + (8) As a player, I want clear interaction and communication with the game system.
  + (4) As a player, I want immersing, meaningful decisions in gameplay.
  + (7) As a developer, I want to even further expand the mechanics as we complete second sprint goals.
  + (5) As a developer, I want to be able to recycle elements at build time to deliver different experiences without different design processes.
* Sprint 3
  + (8) As a player, I want a “complete” feeling experience that doesn’t show signs of incompetence, rush, or backtracking.
  + (5) As a player, I want my decisions made in the game to actually affect the gameplay experience.
  + (5) As a player, I want exciting, snappy responsiveness and a compelling atmosphere that complements gameplay.
  + (7) As a developer, I still want to even further expand the mechanics as we complete final sprint goals
  + (7) As a developer, I want to finalize all aesthetic elements to enhance and characterize our product.

**Product backlog:**

(Currently empty before development process in first sprint)