

Release Plan

High level goals:

- Create a home page with a login feature
- User can select a language and see different features
- Databases:
 - Multiple different tables
 - Login table:
 - Username, Password
 - Username is a primary key to reference other tables of information
 - Progress table:
 - Access the user's progress based on the username from the languages table
 - Username, english word, spanish translation, french translation
 - In spanish and french columns, it has the value
 - 0 - not seen
 - 5 - seen (neutral value)
 - Increment 1 if it is right
 - Decrement 1 if they miss
 - Keep Boolean system for prototype, incrementing/decrementing nice to have feature (for final product)
 - All translations table:
 - One for each language just for game information
 - French, Spanish etc.
 - Word, picture, spanish, french
- Learn mode (NPC world):
 - Have different NPCs tell the user various translated words.
 - The NPCs would be categorized by different types or words
 - Sports, food, school, occupation, music, technology, transportation, art, literature, environment, etc
 - World is a map with clickable areas that are the categories of words
 - User goes back to map after lesson
 - Test in the middle of learning as well like after every 3 to 4 questions
- Dictionary mode (like a textbook):
 - user interface to see what the user has already learned
 - User can see the dictionary in the learn mode
 - Only one language at a time, so it shows the language that is selected
 - Picture, word in in english, translated word
 - Organizable alphabetically, frequently missed, well known
- Battle mode
 - Warning if not enough learned words
 - Time limit decreases as you move through the boss fight
 - Some sort of hearts/lives system?
 - Everytime you get a word wrong or if you run out of time to type in the

word

- Different methods of asking questions
 - Matching words, picking a word, or free response
 - Frequently missed words are more likely to be shown

User stories defining the scope of the release:

1-10 Least Priority to Most Priority

1-10 Least Time Intensive to Most Time Intensive

The complete list of user stories will take the form of:

- Sprint 1
 - {10} As a user, I want a good Front End feature that stores my personal login information so that my information is saved in a seamless way.
 - Points: 3
 - {10} As a developer, I want a reliable database that has a system of tables with essential game information
 - Points: 3
 - {10} As a user, I want to be able to create an account so that I can play the game.
 - Points: 3
 - {10} As a developer, I want a login database table that stores the username and password to check if they are a user.
 - Points: 3
 - {10} As a developer, I want a Progress database table that stores the username with the english word, spanish translation, and french translation so I can see the progress of the user.
 - Points: 7
 - {10} As a developer, I want a Total database table that stores all of the english words, pictures, spanish translation, and french translation to see all of the words I know.
 - Points: 7
 - {7} As a user, I want to be able to select a language so that I can learn vocab words from that language.
 - Points: 4
 - {2} As a user, I want to see my own progress after login.
 - Seen words / Total Words
 - 2
- Sprint 2
 - Learn Mode (NPC World)
 - {10} As a user, I want to learn different categories of words in the language I selected to learn about the words
 - 8
 - {10} As a developer, I want to create a map for the user to select which NPC they want to learn from.
 - 7
 - {8} As a developer, I want to create slideshow so that the NPC can talk to the user

- User clicks next or previous to go through the text dialogues
 - 7
 - {10} As a developer, I want some mechanism such as having the user type out the word they are learning to keep them engaged in some way when learning and to have some type of physical acknowledgement that they learned the word
 - 7
- Sprint 3
 - Dictionary Mode:
 - {8} As a user, I want to see a dictionary so that I can see all the words I have learned in my language.
 - 4
 - {5} As a developer, I want to sort the dictionary so that the user can see the dictionary in different perspectives.
 - 3
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 - Combat Mode:
 - {10} As a user, I want an interactive way to test my knowledge of the words I have learned
 - 7
 - {8} As a developer, I want the combat mode to test the user on the words they have frequently missed so it is challenging.
 - 7
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 - Sprint 4
 - {8} As a developer, I want to go through the bugs I have to make it better.
 - 8

• **Sanity check your release plan.**

Yes it is doable.

• **Product backlog:**

- Decrement and increment in the progress table
- Different ways to learn instead of typing it out
- Sorting the dictionary mode
- Combat mode features

Initial Presentation: The release plan will be the basis for your team's initial presentation.

https://docs.google.com/presentation/d/1MKSU50bNVCwRqWOkDWk_frDcAd8a8kNx/edit#slide=id.p1