Heading

       Document name - Release Plan
       Product name - A Code World
       Team name - CodeA
       Release name - End of Sprint 4
       Release date - 12 / 03
       Revision number - 0.1
       Revision date - 10 / 10 / 2017

High level goals

1. At least two procedurally generated playable levels.
2. Working python interpreter
3. In-game text editor
4. Customizeable levels

Sprint 1

5 - As a developer, I want to have a general level design finished so that I can have a basic map to contain everything.

3 - As a developer, I want to have basic characters so that I can start testing the levels.

8 - As a developer, I want to have basic functions so that I can move the characters around.

Sprint 2

8 - As a player, I want to have procedurally generated playable levels so that each time I play will be a different experience.

5 - As a developer, I want to have a working python interpreter so that I can interpret the user's commands.

Sprint 3

5 - As a player, I want an in-game text editor so that I can give commands to the bot.

5 - As a developer, I want to add enemies and traps so that I can add challenges to our game.

5 - As a developer, I want to add items so that I can give interesting choices and powers to the players.

Sprint 4
5 - As a developer, I want to add artwork and sprites to the game so that the game will look interesting and enjoyable.

Project presentation:
https://docs.google.com/a/ucsc.edu/presentation/d/1tzMWdhqH_h4xOWH20FIVJWveewW9Ji8Nfz593VDzjKM/edit?usp=sharing