

## **Release Plan - CMPS 115**

**Product Name: Amazing Maze**

**Release Name: Maze 1**

**Revision Number: 1.0**

**Team Name: Maze Runners**

**Release Date: 03/10/2015**

**Revision Date: 02/25/2015**

### **High Level Goals**

1. To be able to generate a random maze.
2. To allow the user to be able to move within the maze
3. To have a main menu to start, pause, restart, new maze, and quit to main menu
4. To create different levels for the maze to increase the difficulty of the game.  
(Including zoomed in view)

### **User stories for release**

#### **Sprint 1:**

**User Story #1:** As a player of the game, I want to play the game with a drawn maze with appropriate doors and walls.

**User Story #2:** As a player I want a welcome menu that allows me to decide when to start playing the game.

**User Story #3:** As an application developer, I want to player to control the character with a simple directional button.

#### **Sprint 2:**

**User Story #1:** As a player, I want to play a game with easy navigation and multiple levels of difficulties

**User Story #2:** As a multi-tasking user, I want to be able to pause the game, start the game and end the game, so that I can multi-task.

**User Story #3:** As a confused player solving the maze on my phone, I need to have a restart button because I don't want to give up the level nor use hints.

**User Story #4:** As a user, I need an user documentation so the user can familiarize with the flow of the game

#### **Sprint 3:**

**User Story #1:** In order to play and finish the game as a player, I want to have hints and tutorial of how to play the game.

**User Story #2:** As a player I want a menu that has more functionality such as checking scores, or game history.

**User Story #3:** As a product designer, I want the application to look nice and attractive.

**User Story #4:** As a user, I need a update user documentation so the user have a updated version of the documentation

**Product backlog**

1. We wanted to add multiplayer to the game.
2. We wanted to create moving maze.
3. Sprint 1 collision part was not necessary so it wasn't fully completed.

**Product presentation:**

-----Initial presentation-----

[https://docs.google.com/a/ucsc.edu/presentation/d/1EMi\\_dCeFhst15A9\\_BJLAm\\_u3lnmYvzLPK-pOKkaSe0s/edit#slide=id.p](https://docs.google.com/a/ucsc.edu/presentation/d/1EMi_dCeFhst15A9_BJLAm_u3lnmYvzLPK-pOKkaSe0s/edit#slide=id.p)