

## **Release Plan - CMPS 115**

**Product Name: Amazing Maze**

**Team Name: Don't know yet**

**Release Name: Maze 1**

**Release Date: 2/9**

**Revision Number: 1.0**

**Revision Date: 1/19/2015**

### **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

### **User stories for release**

Sprint 1:

**User Story #1:** As a player of the game, I want to finish the maze.

**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 game tester, I want to be able to press a "solve" button, so that I know that the maze is solvable.

**User Story #5:** In order to play and finish the game as a player, I want to have hints and tutorial of how to play the game.

### **Product backlog**

Coming Soon!

### **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)