

Release Plan

Heading

Product Name: Puzzle Dots

Team Name: Llama Food

Release Name: Release the Llama Plan

Release Date: 12/3/2014

Revision: 2

Revision Date: 10/17/2014

High Level Goals

1. Alpha: Working prototype that can be used across the team for testing each part of the program.
 - 1.1. Continuous integration using Git
 - 1.2. Feature prototyping
 - 1.3. Sample level code
2. Beta: All critical functionality implemented for having a playable game
 - 2.1. Finalized features for release
 - 2.2. Fully functional gameplay
 - 2.3. Fully functional GUI
 - 2.4. Product testing
3. Release: Fully polished game with expanded content
 - 3.1. Level progression
 - 3.2. Finalized art design
 - 3.3. Animations
 - 3.4. Audio
 - 3.5. Score system
 - 3.6. Credits Screen
 - 3.7. Product testing
 - 3.8. Optimization
4. Post-Release Updates/Backlog
 - 4.1. Multiplatform support
 - 4.2. Steam integration
 - 4.3. Additional gameplay content
 - 4.4. Feedback based feature support

User Stories for Release

Sprint 1 (Alpha)	High Level Goal	SP
As a product owner, I want a prototype that can demonstrate the core features of the game, so I know it is heading in the right direction.	1.3	13
As a product owner, I need an integration system, so the team can collaborate.	1.1	2
As a product owner, I want potential features demonstrated, so I can decide how to prioritize development.	1.2	5

Sprint 2 (Beta)	High Level Goal	SP
As a product owner, I want a fully functional level, so I can begin testing the game on potential players.	2.2, 2.3, 2.4	8
As a player I want the game to recognize I am a winner, so I can feel accomplished.	2.3	2
As a product owner, I want a solid idea of what can be included in the final release, so I can begin pitching the game.	2.1	3
As a player, I want a menu screen, so I can choose which level I want to play.	2.3	5

Sprint 3 (Release)	High level Goal	SP

As a player I want a progression of levels, so I can learn how to play and be challenged as I progress. Add multiple levels.	3.1	5
As a product owner, I want the release to be thoroughly tested, so I know it won't crash on users.	3.7	3
As a player, I want to be able to move the pieces using logic to win the game.	3.1	2
As a player, I want to see how well I did on a level, so I can try to improve and compete with friends.	3.5	2
As a product owner, I want a credits, levels, and end screen, so the development team can let people know they made the game.	3.6	2
As a player, I want the game to look and sound good, so I can enjoy it more.	3.2, 3.3, 3.4	8
As a player, I want a responsive game, so I don't become frustrated and lose interest. I want it to show me messages after I win, lose, or inform me.	3.8	1

Product Backlog

Backlog High-Level Goals on page 1. under 4.) Post-Release Updates/Backlog

Backlog (Post-Release)	High Level Goal	SP
As a player, I want the developers to put out updates based on my feedback, so I can participate in improving the game.	4.4	21
As a product owner, I want multiplatform support, so more people can play the game.	4.1	13
As a product owner, I want Steam integration, so more people find the game and I can use Steam's backend features.	4.2	13

As a player, I want more gameplay content, so I have another reason to play the game more.	4.3	21
As a player, I want to be able to play this game on my phone or tablet, so I can play on the go.	4.1	21
As a player, I want an ability to restart the level or undo moves, so I can keep playing without reloading the level.	4.3	5