

# 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

<b>Sprint 1 (Alpha)</b>	<b>High Level Goal</b>	<b>SP</b>
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

<b>Sprint 2 (Beta)</b>	<b>High Level Goal</b>	<b>SP</b>
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 fully functional level, so I can begin testing the game on potential players.	2.2, 2.3, 2.4	8
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 play.	2.3	5

<b>Sprint 3 (Release)</b>	<b>High level Goal</b>	<b>SP</b>
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As a player I want a progression of levels, so I can learn how to play and be challenged as I progress.	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 save my game state, so I can return to it later.	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 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.	3.8	1

## Product Backlog

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

<b>Backlog (Post-Release)</b>	<b>High Level Goal</b>	<b>SP</b>
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