Release Plan

Product Name: Puzzle Dots
Team Name: Llama Food
Release Name: Release the Llama Plan
Release Date: 12/3/2014
Revision: 1
Revision Date: 10/15/2014

High Level Goals

1. Continuous integration using Git
2. Prototype testing
3. Be able to play a basic level
4. Website implementation describing game to communicate the game to an audience of potential players
5. Level progression
6. Test driven code implementation (Game playtesting, concept and application)
7. Get feedback and suggestions from users/players
8. Review all code changes with a peer or two, and document that the reviews occurred.
9. Presentation of gameplay and live demonstration
10. Meet delivery/sprint deadlines within the timeframes negotiated
11. Available to play games on different platforms

User Stories for Release

Sprint 1

(5 SP) As a player, I want to play a basic level so I can have fun.

(3 SP) As a player, I need guidance on how to play so I can learn the controls.

(2 SP) User Story 1: As a product owner, I need to set up an integration system for the team so we can collaborate.

(8 SP) User Story 2: As a product owner, I want to prototype the game and so I can learn about user interaction.

(1 SP) User Story 3: As a player I want the game to recognize that I am a winner so I can feel accomplished.

(3 SP) As a player, I want a menu screen so I can choose which level I want to play.

Sprint 2

(8 SP) As a player I want a progression of levels that teach me how to play the game and become more challenging as I progress.

(2 SP) As a product owner, I want to have a credits page so our team effort is acknowledged.

(1 SP) As a player I want to see how many moves it took to complete a level so I can compare my score with other players.

Sprint 3

(5 SP) As a product owner, I want the game to have a bright color scheme so we can provide a better user experience.

(3 SP) As a player, I want the puzzles to show solutions so that when I am stumped I can continue to the next level.

(5 SP) As a player, I want an addicting game that saves my play state so I can return to it later.

(8 SP) As a player, I want to be able to play this game on my phone or tablet so I can play on the go.

Product Backlog

High Level Goals

- Developing an art style for a game
- Communicating with artists to develop an art style
- Game collects some gameplay metrics

User Stories

(1 SP) As a player, I want error alerts when something goes wrong so I know what to expect from the software.

(2 SP) As a player, I want a responsive game so I don't become frustrated and lose interest.

(2 SP) As a player, I want to connect to social media like Facebook and Twitter so I can share achievements with friends.

(1 SP) As a player, I want an ability to restart the game or undo moves.