**Release Plan**

Product Name: MinecraftEdu Monterey Bay

Team Name: Loops On Loops

Release Name:

Release Date: 12/12/14

Revision Number: 1.0

Revision Date: 10/14/2014

**High Level Goals**:

* Create many sea creatures and be able to interact with them
* Model of the local Monterey Aquatic Features: Monterey Bay, Monterey Aquarium, and the Santa Cruz Wharf
* Player can craft a submarine and use it to explore the world.

**User Stories For Release**:

**Sprint 1**:

* 5 - As a student, I need to interact with \_\_(sea creature)\_\_, so I can learn about them
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* 5 - …
* 1 - As a student, I need to interact with the Monterey Bay, so I can learn about my local environment.

**Sprint 2**:

* 10 - As a student, I need to see the ocean’s health change in response to my behavior, so I can learn about environmental responsibility
* 8 - As a student, I need to be able to build a submarine, so I can be immersed in the game and the sea life.
* 3 - As a person interested in playing or creating lessons for the mod, I must be able to read a user manual for MinecraftEdu Monterey Bay.

**Sprint 3**:

* 5 - As a tester, I need to be able to do software builds and run integration tests.
* 5 - As a teacher, I need to be able to create lesson plans for my students, so I can effectively use the game as teaching tool.
* 5 - As a student, I need to learn about the various materials present in my local biosphere, and how they interact together.
* 3 - As a student, I need to learn how to use the resources available to me to help me explore the ocean and how they can help my local fauna.

**Product Backlog**:

None: We believe all our goals are achievable in the allotted time.

**Product Presentation:**

<https://docs.google.com/presentation/d/1tOkW7DStD4rxyRR-7HB16eqTO0L2UzGhr3RUG_VBMxg/edit?usp=sharing>