**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**:

* 8 - As a student, I need to be able to see clearly in the water, so I get the most out of my in-game experiences
* 3 - As a student, I need to interact with Starfish, so I can learn about them and their role in the Monterey Bay ecosystem
* 4 - As a student, I need to interact with Gulls, so I can learn about them and their role in the Monterey Bay ecosystem
* 5 - As a student, I need to interact with Garibaldi, so I can learn about them and their role in the Monterey Bay ecosystem …
* 8 - As a student, I need to interact with Sea Otters, so I can learn about them and their role in the Monterey Bay ecosystem …
* 1 - As a student, I need to interact with the Monterey Bay, so I can learn about my local environment.
* 1 - As a student, I need scuba gear, so I can realistically explore the Monterey Bay.

**Sprint 2**:

* 8 - As a student, I need to interact with Dolphins, so I can learn about them and their role in the Monterey Bay ecosystem
* 10 - As a student, I need to interact with Sea Lions, so I can learn about them and their role in the Monterey Bay ecosystem
* 8 - As a student, I need to interact with Seals, so I can learn about them and their role in the Monterey Bay ecosystem
* 8 - As a student, I need to interact with Sea Otters, so I can learn about them and their role in the Monterey Bay ecosystem
* 8 - As a student, I need a Submersible, so I can realistically explore the Monterey Bay.
* 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.
* 8 - As a student, I need a “Pokedex”, so I can learn about the marine life I encounter in the in-game Monterey Bay.
* 4 - As a student, I need to have kelp plants, so I can learn about them and their role in the Monterey Bay ecosystem
* 6 - As a student, I need to have kelp plant biomes, so I can learn about them and their role in the Monterey Bay ecosystem
* 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

**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>