

Release Plan

Heading

Product name: Parkour

Team name: Couch Surfers

release name: The start of our game

release date: 1/12/2021

Developers:

Justin Couch

Liangyu Shi

Mitchell Hogle

Jeff Pham

Christian Benavidez

High Level Goals

- Have a moving character and obstacles for the player to interact with. Movement includes: moving left, right, jumping, crouching, sliding.
- Primitive side scroller implemented where the difficulty increases as time goes on.

User Stories

- Sprint 1
 - As a player, I want to be able to maneuver left, right, and jump and crouch/slide so I can avoid obstacles.
 - As a player, I want to be able to navigate my character through a primitive side scroller so that there is a point to the game.
- Sprint 2
 - As a player, I want to have a challenging and fun game experience from its difficulty.
 - As a player, I want to have the level design to evolve fairly to create a smooth difficulty curve.
- Sprint 3
 - As a player, I want the game to save my scores and achievements so I feel accomplished.
 - As a player, I want an incentive to keep playing and improve my score.
- Sprint 4

- As a player, I want to have a polished game that won't crash or have noticeable bugs.
- As a player, I want the loose ends to be tied up so the game feels complete.

Product Backlog

- The movement of the character
- Challenging elements (enemies, treasure chests)
- More abilities for the character (attack, defense)