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
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Mitchell Hogle
Jeff Pham
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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

1. Sprint 1
   1.1. (5) - As a player, I want to be able to maneuver left, right, and jump and crouch/slide so I can avoid obstacles.
   1.2. (5) - 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.
2. Sprint 2
   2.1. (3) - As a player, I want to have a challenging and fun game experience from its difficulty.
   2.2. (5) - As a player, I want to have the level design to evolve fairly to create a smooth difficulty curve.
3. Sprint 3
   3.1. (3) - As a player, I want the game to save my scores and achievements so I feel accomplished.
   3.2. (3) - As a player, I want an incentive to keep playing and improve my score.
4. Sprint 4

4.1.   (2) - As a player, I want to have a polished game that won't crash or have noticeable bugs.
4.2.   (2) - 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)