Release Plan - CMPS 115 – Software Methodology

Product name: Wild West Adventure Game (Android App)
Team:
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Release name: First Release
Release date: July, 25th, 2016

High level goals:
1. User can play four mini games in the Wild West style
2. App has pictures related with Wild West
3. User can play one complete level for all included mini games
4. User can see his score.
5. User can hear the sounds.

User stories for release:
Sprint 1
- As a player, I want to have a user interface/menu such that I understand how many mini games I can play. Story Points: 8 (highest priority for Sprint 1)
- As a player, I want all mini games to have a nice layout

Sprint 2
- As a Player, I want a lot/diverse mini games, such that I feel submerged in the games experience. Story Points: 21
- As a player, I want to see my total score, such that I know how well I am doing in the game. Story Points: 2

Sprint 3
- As a Designer, I want the mini games to feel like they belong in the Wild West to keep a natural flowing game aesthetic. Story Points: 8 (highest priority for Sprint 3 - actually, we should start looking for the pictures as early as we will have time)
- As a Player, I want to hear some music/sounds such that I was more emotionally involved into the game. Story point: 8

Product backlog:
- As a player, I want to chose a character (a miner, a mother, a scholer, a prostitute) such that I can have some different environments and mini game sets in Wild West style
- As a player, I want to have some games with animation such that the app is more attractive for me
- As a player, I want to have some levels of games so that the games are more challenging