

Release Plan

Product Name: FunNums

Team Name: Foul Owls

Release Name:

Release Date: December 6, 2017

Revision: 1

Revision Date: October 10, 2017

High Level Goals

1. Have a fully functional app with several minigames included
2. Have a simple high score board that updates every night, keeping track of every player
3. Have a main menu to set difficulty, choose mini game, or play all at once back to back
4. Create a visually pleasing background for all minigames
5. Implement engaging animations in response to user touches
6. Add sound effects in response to user actions

User Stories for Release

User Stories	Story Points
Sprint 1	1,2,3,5,8,13,21
As a developer, I would like to be comfortable programming in Android Studio	8
As a developer, I want to be comfortable using git	3
As a player I want to have numbers bounce around the screen	5
As a player I want to be able to touch numbers and have my sum be updated accordingly	3
As a player I want the target to update when I reach it through summing numbers together	3
As a player when the target is exceeded, the game resets	3
As a player, I would like to be able to pause the game	1
As a player, I would like to be able to return to the main menu from the game	2
Sprint 2	
As a player, I would like to have an additional mini game that helps practice	8

fractions	
As a player, I would like to be able to select which mini game to play from the main menu	5
As a player, I would like the fraction game to have balloons ascend to top of screen with fractions on them	1
As a player, I would like to have the balloons I pop be evaluated as either satisfying or not satisfying the given inequality	2
As a player, I would like all mini games to keep track of time and score	3
As a player, I would like a simple scoreboard that records the top players' scores	5
Sprint 3	
As a player, I would like to have an additional minigame where I keep an owl airborne by correctly answering arithmetic questions.	5
As a player, I would like the owl flight game to provide multiple choice questions that reward correct and quick responses by adding altitude to the owl	3
As a player, I would like the owl to descend faster as more correct questions are answered in order to make the game progressively more difficult	3
As a player, I would like to have the bubble game have an appealing background	3
As a player, I would like the bubble game to have engaging animations in response to touch events	8
As a player, I would like the bubble game to have sound effects in response to my actions	3
Sprint 4	
As a player, I would like all mini games to have an appealing background	5
As a player, I would like all mini games to have engaging animations in response to touch events	5
As a player, I would like all mini games to have sound effects in response to my actions	3
As a player, I would like to be able to play all mini games back to back with a running score recorded between each game	3

As a player, I would like to have an additional mini game where I cut trees to help practice subtraction	5
As a player, I would like the tree game to require me to cut a tree to a certain length by providing different valued saws to get a tree to a certain length	3

Product Backlog