

Release Plan

Product Name: FunNums

Team Name: Foul Owls

Release Name:

Release Date: December 6, 2017

Revision: 2

Revision Date: October 24, 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 want a balloon mini game that helps me practice fractions.	8

As a player, I want to select mini games from the main menu.	5
As a player, I want a high score leaderboard that lists top performing players.	5
As a player, I want the bubble game to provide more of a challenge.	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.	8
As a player, I want the bubble game to have engaging animations and artwork	8
As a player, I would like the bubble game to have sound effects in response to my actions	5
Sprint 4	
As a player, I want all minigames to have engaging animations and artwork	8
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

Product Backlog

As a player, I would like to have an additional minigame where I keep an owl airborne by correctly answering arithmetic questions.
As a player, I want the bubble game to have engaging animations and artwork
As a player, I would like the bubble game to have sound effects in response to my actions
As a player, I want all minigames to have engaging animations and artwork
As a player, I would like all mini games to have sound effects in response to my actions
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
As a player, I would like to have an additional mini game where I cut trees to

help practice subtraction