Release Plan

Project:UCSC Run!
Team Name   : LargeSoda
Release Name   : UCSC Run!
Release Date   : 7/24/2019
Revision Version: 1.0
Revision Date   : 6/29/2019

High Goals for Project:
1. Creating a Playable Endless Runner game on webpage, which allows players to control character by keyboard.
2. Players are able to collect coins or some other stuff to increase their score. The score will be recorded.
3. Having good artwork and background music for the game.
4. Having loading and title page for the game.
5. Having introduction pages for the UCSC campus.
6. Having challenge board and tasks system in the game.

User Stories:

- Sprint1:
    - As a {Player}, I want to have a controllable character, so that I can actually 'play' the game.
    - As a {Player}, I want to have an endless scrolling platform and background, which makes it a 'Endless Running' game.
    - As a {Player}, the game should be able to restart by pressing some buttons on the keyboard, so that I can play it as many times as I want.

- Sprint2:
    - As a {Player}, I need some randomly generated challenges, such as pickups,terrain or enemies, so that game would be interesting.
    - As a {Staff from UCSC}, I want it could include some UCSC pictures and buildings into the game so that players who play this game will learn some information about the campus.
    - As a {Player}, I need something like scoreboard to record my score, so that I will be inspired to play it several times.
    - As a {Player}, I want the game have a title and a gameover states.
    - As a {Player}, I want audio, image and animations are all included in the game.
    - As a {Player}, I want there is no obvious bug in the game.

- Sprint3:
    - As a {Player}, the game should be polished.

- As a {Player}, I might want multiplayer function on this game.
- As a {Player}, I want my score could be stored online inside a leaderboard.
- As a {Player}, I want to have my own avatars that could be uploaded by myself.

Product Backlog:

- Goal: Creating a separate mobile version for our game on either Android or iOS
- Story: As a {Player} I would love to play the game on the go!