# Release Plan : Dungeon of Pixels, 07/09/2016 1.4

# Team : Keter

High level goals :

-Multi player system.

-Many maps and items.

-Satisfiable graphics with texts.

User stories :

Sprint 1: Make client-server structure and define data structures (includes packet structure)

-(13)As a developer, I want basic I/O structure so that I can build the game on the solid basis (priority 1).

-(20)As a player, I want multiplayer system so that I can interact with other players (priority 2)

-(1)As a debugger, I want some simple maps so that I can test data structures (priority 4)

-(13)As a player, I want data saving functions so that I can continue to play the game (priority 3)

Sprint 2: Make map/item maker and make map/items. Also implements graphics and basic game system.

-(8)As a designer, I want map/item maker so that I can make them efficiently. (priority 3)

-(5)As a player, I want leveling system so that I can raise my character. (priority 2)

-(13)As a player, I want GUI so that I can play the game comfortably. (priority 1)

Sprint 3: Improve game systems and graphics.

-(5)As a player, I want cool graphics so that I can enjoy the game. (priority 2)

-(8)As a player, I want sufficient game system so that I do not feel tedium during the play. (priority 1)

Product backlog : Bullet shooting system., Chatting system, Animation