Release Plan
RPG
RPG Team
TBA
10/4/2016
Revision 1
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High Level Goals:
- Allow player to interact with the game (via keyboard/mouse)
- Allow character to interact with monsters and map by collision detection methods
- Have multiple stages
- Hp/Mp system
- Basic animation and sound effects

User Stories for release:
- Sprint 1
  - *As a player, I want to be able to move my character with the keyboard, in order to get to different locations in the game*
  - *As a player, I want there to be platforms and different maps, in order to present various obstacles and changes in scenery*
  - *As a player, I want there to be monsters, in order for there to be a goal/challenge in the game*
  - *As a player, I want to interact with the game, in order to start/pause the game or pull up a map*
- Sprint 2
  - *As a player, I want to be able to attack/be attacked by monsters, in order to progress in the game*
  - *As a player, I want to be able to jump onto platforms, in order to avoid/attack monsters*
  - *As a player, I want a limited health bar, in order to prevent the game from being too easy*
  - *As a player, I want there to be animations in the game to increase visual appeal and interest*
  - *As a player, I want there to be music/sound effects in order to alert when I am being attacked and to up game appeal*
- Sprint 3
  - *As a player, I there to be a moving map, in order to increase the places I can go*
  - *As a player, I want a mp bar, in order to prevent me from using infinite attacks and clearing the game too quickly*
  - *As a player, I want to be able to level up my character, in order to face harder monsters*
  - *As a player, I want to be able to customize my player, in order to have my character to be to my liking*
- Product backlog: