

Release Plan

RPG

RPG Team

TBA

10/4/2016

Revision 2

11/7/2016

High Level Goals:

- Allow player to interact with the game (via mouse)
- Allow character to interact with opponents and map via raycast and collision detection methods
- Network and multiplayer
- Hp/Mp system
- Character class/abilities system
- Basic animation and sound effects

User Stories for release:

- Sprint 1
 - *As a player, I want there to be a map, in order to have an environment in which to move my character*
 - *As a player, I want to have various characters, in order to strategize and have different game play*
 - *As a player, I want cover/platforms in the map, in order to provide cover and a change of scenery*
 - *As a player, I want to be able to move characters with a mouse, in order to get from one location to the next*
- Sprint 2
 - *As a player, I want to be able to move my character, in order to move from one point to another*
 - *As a player, I want to be able to perform attacks in order to kill opponents*
 - *As a player, I want 2-player function, in order to play with a friend*
 - *As a player, I want to be able to use different character classes to make gameplay more interesting*
- Sprint 3
 - *As a player, I want there to be animation, in order for greater visual appeal and interest*
 - *As a player, I want there to be an UI, in order to see my character health and stats when selected*

- *As a player, I want to be able to choose which units to use on my team, in order to have varied gameplay*
- *As a player, I would like there to be some music and sound effects, in order to enjoy the game and hear when I am attacking an opponent or vice versa*