

## **Release Plan**

Alien Clean Up

release 1

release date:

revision #:2

revision date: 7/16/2018

### **High Level Goals:**

- A working game that is fun to play with friends.
- Complete functionality (Menus, supporting different numbers of players, etc.)
- Visuals (sprites, textures, etc.)
- A relatively polished product, minimal bugs or missing features.

### **User stories for release:**

#### **Sprint 1: Working Prototype**

(5) As a Team, we want everyone to have some basic knowledge of Unity Engine.

(3) As a Player, I want to be able to control my character.

(5) As a Player, I want a field to play on, so that we can compete with the other team (slimes or cleaner).

(8) As a Player, I want a game that can be won or lost.

(3) As a Player, I want a form, so that I know where I am.

#### **Sprint 2: Fleshed out Mechanics**

(8) As a Player, I want to have a unique character to distinguish me from the rest of the players.

(8) As a Player, I want the game to be satisfying and fun to play.

(5) As a Player, I want menus to select game options with.

#### **Sprint 3: Feature Complete & Polish**

(8) As a Player I want to have varying game play and lots of things that I can use to aid my victory.

~~(5) As a Player I want different maps that I can choose to play on.~~

(5) As a Player, I want the game to be bug free.

(13) As a Player I want the game to have JUICE (Visual feedback and polish, satisfying game feel)

**Product Backlog:**

Game Sounds

Complete Animations

Sprites for all game entities

Items & power ups

Game setup // config

~~Online Multiplayer~~

~~Varying arenas~~