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Release Plan
Product Name: Rage Quit
Team: The Fumbling Five
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Release Date: End of Quarter
Release Name: Rage Quit
Revision number: 1.0
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Description

Having a bad day? Want to take out your rage and frustrations on expensive objects but can't because you're broke? No worries! With the Expensive Item Destruction Simulator, you can have the second-best option!

The simulator consists of you (the player) and expensive items. You break the items with various available tools. This project will use the Unity engine.

High-level Goals:

Priority One: Our minimum viable product will be a 3D style game.

- Interactable Surroundings
- First-person player experience
- There will be a couple of items and accompanying tools to break these items. Each item will have different interactions and animations with each tool.

Priority Two: A house for the player to explore and breakable items inside. Particularly the player's room.

Priority Three: The player's room is customizable.

Priority Four: Coop/Multiplayer. (Destroy your friend's custom room)

Sprint 1:
User Stories
- As a player, I want a starting room with objects so I can have a bunch of items to choose from
- As a player, I want interactive controls so that I can be able to move around the world and destroy objects
Spikes

- Check out the game Where is My Hammer or Kill it with fire in order to understand FPS mechanics.
- Get familiar with Unity and C#

Infrastructure Tasks
- Install Unity and Visual Studio or code editor of choice

Sprint 2:

User Stories
- As a player, I want the environment I'm in to feel real. (Models and assets for the objects)

Spikes
- Research how to create custom Models and assets for objects
- Look into possible premade assets

Infrastructure Tasks
- Import necessary and appropriate 3D assets and models from available sources
- Determine software (such as Blender) for creation of models and assets.

Sprint 3:

User Stories
- As a player, I want clear information on how to play and how to win. Basically an instructional UI.

Spikes
- Research and come to a consensus with a design for the "How to Play" menu.

Infrastructure Tasks
- Install relevant Unity packages

Sprint 4:

User Stories
- As a player, I want a game where I can take my anger out on any objects in a virtual environment. (Physics of the game)
- As a player, I want more tools and items to break.
- As a player, I want a polished game. (Lighting + post-processing)
- As a player, I want to play with my friends. (Multiplayer)
- As a player, I want to customize my room.*

Spikes

- Do research on the physics engines in Unity
- Look into implementation of multiplayer functions

Infrastructure Tasks
- Depends on how far we get.

Production Backlog:
Project Presentation:

Resources:
      Unity Package: ProGrid and ProBuilder(Window->Package Manager->All Packages->ProBuilder->Install

      Check out the game Where is My Hammer or Kill it with fire