

Project Release Plan

Bubble War August 6th, 2015

Team: GoldMoon

Sumin Han - shan28@ucsc.edu / hsm6911@gmail.com (Product Owner, Developer)

Jaewook Woo - jwoo9@ucsc.edu / vbgb0926@gmail.com (Scrum Master, Designer)

Eojin Rho - erho@ucsc.edu / djwls9453@gmail.com (Developer)

Yihan Kim - yikim@ucsc.edu / kabi.kaist@gmail.com (Developer)

Taeyeon Kim - tkim41@ucsc.edu / kty5177@gmail.com (Director, Planner)

Project Release Plan

Bubble War

is a competition game played by two teams. Each team produces bubbles from each side by pressing space key to defeat each other. This is a realtime WebApp supported by Node.js and Socket.io.



← initial inspiration

<https://youtu.be/5iEgf8EtoLM?t=1m31s>

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Sprint 1. Complete design and basic functionality

- As a player, I want to interact server with keyboard so that I can create bubble. (5 story points)
 - a. Implement bubble creation using keyboard keys (5 hours)
 - b. Design bubble and player UI (10 hours)
 - c. Server can receive keyboard pressed by player. (20 hours)
- As a system, I want to make collision system so that bubble can destroy the bubble, and player can win the game. (3 story points)
 - a. When game object collide system awares it. (5 hours)
 - b. Design popping motion of bubble (2 hours)

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Sprint 1. Complete design and basic functionality (Cont'd)

- As a system, I want to connected with server so that player can match with other player. (5 story points)
 - a. System can be connected to server (3 hours)
 - b. Server can connect two players (20 hours)

- As a team member, I want to learn the proper technologies so that I can develop my project. (2 story points)
 - a. Learn about programming languages such as Javascript (10 hours)
 - b. Learn about technologies for programming (10 hours)

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Sprint 2. Improve function and stabilize the system

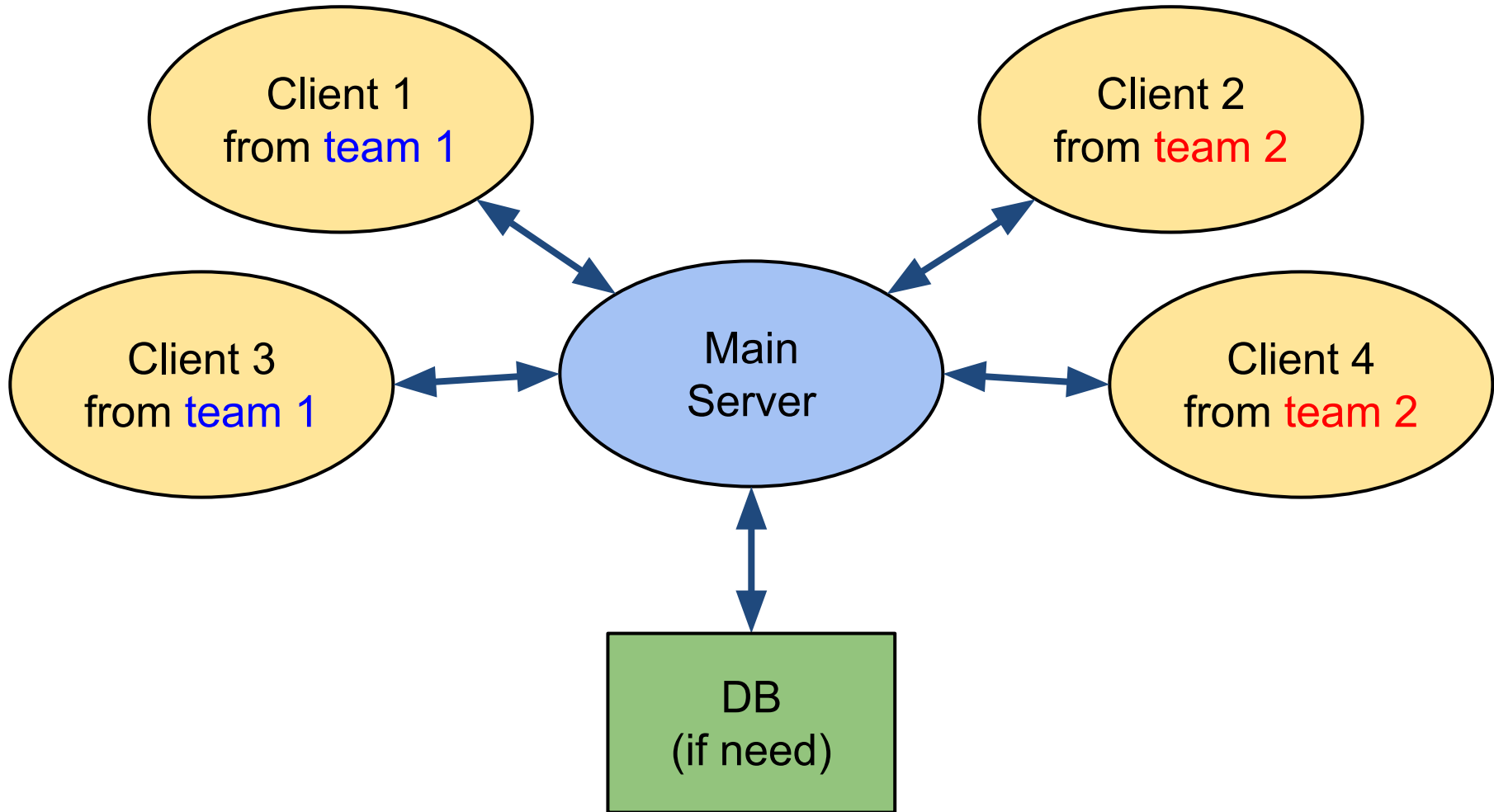
- As a system, I want to make pressure system so that bubble can withstand certain amount of pressure. (5 story points)
 - a. New design of bubble after collision (3 hours)
 - b. Physics about how each bubbles withstand the pressure. (5 hours)
 - c. New collision system after bubble size has been changed. (10 hours)

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Sprint 2. Improve function and stabilize system (Cont'd)

- As a player, I want to use some items so that I can make situation go into reverse. (5 story points)
 - a. Make time system so that player can use item after surtain amount of time (10 hours)
 - b. Make bubble destory count so that player can use item after surtain amount of bubble destory count (5 hours)
 - c. Item design (10 hours)
- As a player, I want to make a waiting room in game so that we can play many-to-many bubble war. (8 story points)
 - a. Set up database for waiting room (20 hours)
 - b. Design UI for waiting room (10 hours)
 - c. Program waiting room features for player (5 hours)

Project Release Plan – Architecture



Bubble War

Challenge/Risk 1: Building basic server.

Challenge/Risk 2: Motion of bubble and mechanics.

Challenge/Risk 3: Linkage between key board and creation of bubble.

Challenge/Risk 4: Managing user connection to server.

Bubble War

Technology 1 JavaScript

Technology 2 Node.js

Technology 3 Socket.io

Technology 4 JQuery

Technology 5 CSS