

# Release Plan

Product name: Bubble War

Team name: GoldMoon

Release name: Bubble War(1.0v)

Release date: August 25, 2015

Revision number & revision date: #1 & August 25, 2015

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August 5, 2015

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## High level goals

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

1. Be able to make players fun by playing this game!
2. Be able to play one complete player-vs-player game.
3. Be able to play real-time game.
4. Be able to make players interact with collision and pressure system.

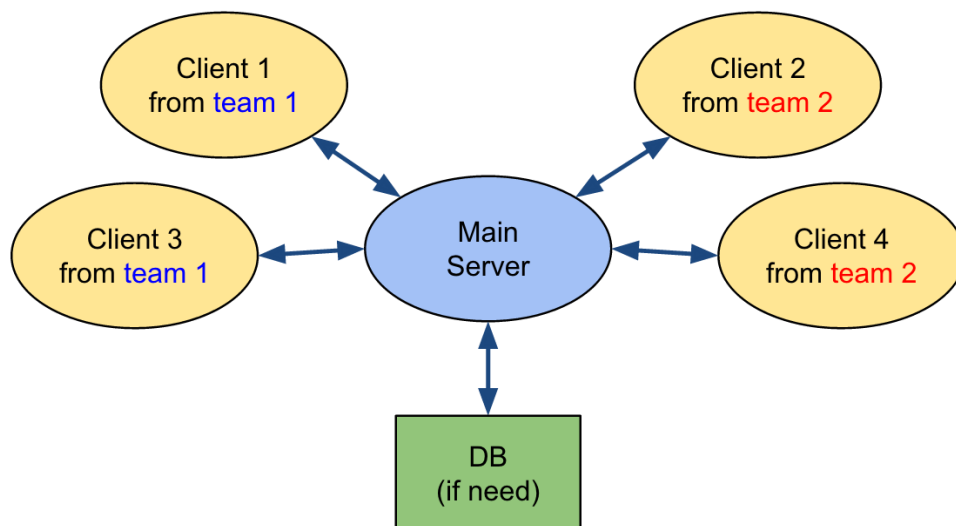
## User stories for release

The complete list of user stories will take the form of:

Plan for Release	
User stories, Priority ordered	Story Points
<b>Sprint 1. Complete design and basic functionality</b>	
1) As a player, I want to interact server with keyboard so that I can create bubble.	5
2) As a system, I want to make collision system so that bubble can destroy the bubble, and player can win the game.	3
3) As a system, I want to connected with server so that player can match with other player.	5
4) As a team member, I want to learn the proper technologies so that I can develop my project.	2

Plan for Release	
<b>Sprint 2 - Improve function and stabilize the system</b>	
1) As a system, I want to make pressure system so that bubble can withstand certain amount of pressure.	8
2) As a player, I want to use some items so that I can make situation go into reverse.	5
3) As a player, I want to make a waiting room in game so that we can play many-to-many bubble war.	8

## Architecture



## Challenges/Risks

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.

**Technologies**

Technology 1: JavaScript

Technology 2: Node.js

Technology 3: Socket.io

Technology 4: JQuery

Technology 5: CSS

**Product backlog**

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