IdleCraft Release Plan

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Note: This revision shows the *actual* user-stories that were worked on for each sprint.

High Level Goals

- Players can manually gather materials.
    - Players can buy upgrades to automate gathering of resources.
- Players can craft materials.
    - Players can automate specific amounts of items to be crafted.
- Players upgrade inventory space, gathering speeds, and crafting speeds.

User Stories

- **Sprint 1:**
    - User Story 1: (3) As a developer, I want to get familiar with Android Studio so that I can develop the game.
    - User Story 2: (4) As a developer, I want the codebase to be modular so that bugs are easily identified and work is non-conflicting.
    - User Story 3: (2) As a player, I want to be able to switch between different menus so that I can interact with different components of the game.
    - User Story 4: (5) As a player, I want to be able to manually gather items so that I can craft a variety of new items.
    - (User Story 5: (5) As a player, I want to be able to manually craft items to sell at the shop for currency.
    - User Story 6: (4) As a player, I want to sell items that I have crafted so I can gather currency.

- **Sprint 2:**
    - User Story 1: (4) As a developer, I want the fragments to be able to communicate with the main activity so that data can be referenced across the app.
    - User Story 2: (5) As a player, I want to be able to manually gather items and place them in my inventory, so I can craft items.
    - User Story 3: (5) As a player, I want to be able to manually craft items and place them in my inventory to sell at the shop for currency.
    - User Story 4: (5) As a player, I want to sell items that I have crafted so I can gather currency.
    - User Story 5: (4) As a player, I want to gather a larger variety of items to make the game more enjoyable.

- ○ <u>User Story 6</u>: (4) As a player, I want to craft a larger variety of items to make the game more enjoyable.
- **Sprint 3:**
  - ○ <u>User Story 1:</u> (7) As a player, I want to buy upgrades for inventory space, gathering speeds, and crafting speeds on a shop tab, so I feel like I am making progress.
  - ○ <u>User Story 2:</u> (7) As a player, I want more complex crafting to craft new items, so there is more content in the game.
  - ○ <u>User Story 3:</u> (6) As a player, I want the shop to have a clean UI so that I can easily navigate it.
  - ○ <u>User Story 4:</u> (6) As a player, I want the crafting fragment to have a clean UI so that I can easily navigate it.
  - ○ <u>User Story 5:</u> (4) As a player, I want each fragment to be updated simultaneously whenever any changes to the inventory occur so that I don't have to change tabs back and forth to see updates.
  - ○ <u>User Story 6:</u> (6) As a player, I want my game state to be saved so that I don't have to restart each time I close the app.

- **Sprint 4:**
  - ○ User Story 1: (13) As a player, I want resource collection to happen automatically.
  - ○ User Story 2: (5) As a player, I want the game fragments to behave as expected and never crash.
  - ○ User Story 3: (8) As a player, I want to have fleshed out tabs with plenty of items and decent graphics.
  - ○ User Story 4 (12): As a user, I want the game to run smoothly and perform optimally.
  - ○ User Story 5 (4): As a player, I want the game to be balanced.

Product Backlog
- ● As a player, I want to play IdleCraft on additional platforms.
- ● As a player, I want to compare my stats to other players on a leaderboard.
- ● As a player, I want to make in-game purchases through microtransactions.
- ● As a player, I want to hear background music so that my attention is kept in the game.