IdleCraft Release Plan

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High Level Goals:
- Be able to manually gather resources
  - Be able to automate gathering of resources
- Be able to manually craft items to be sold
  - Be able to automate specific amounts of items to be crafted
- Be able to upgrade inventory space, gathering speeds, and crafting speeds
- Be able to unlock new ages to obtain new resources and crafting recipes

User Stories:
- **Sprint 1: Base mechanics**
  - (3) User Story 1: As a developer, I want to get familiar with Android Studio so that I can develop the game.
  - (4) User Story 2: As a developer, I want the codebase to be modular so that bugs are easily identified and work is non-conflicting.
  - (2) User Story 3 : As a player, I want to be able to switch between different menus so that I can interact with different components of the game.
  - (5) User Story 4: As a player, I want to be able to manually gather items so that I can craft a variety of new items.
  - (5) User Story 5: As a player, I want to be able to manually craft items to sell at the shop for currency.
  - (4) User Story 6: As a player, I want to sell items that I have crafted so I can gather currency.
- **Sprint 2: Flesh out content**
  - (5) User Story 1: 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.
  - (6) User Story 2: As a player, I want to be able to unlock new ages to progress through the game.
  - (4) User Story 3: As a player, I want to gather a larger variety of items to be invested in the game.
  - (4) User Story 4: As a player, I want to sell a larger variety of items to be invested in the game.
- **Sprint 3: Automation**
  - (3) User Story 1: As a player, I want to upgrade inventory space, gathering speeds, and crafting speeds, so I feel like I am making progress.

- ○ (5) User Story 2: As a player, I want more complex crafting to craft new items, so there is more content in the game.
- ○ (5) User Story 3: As a player, I want to spend currency to automate item gathering and crafting, so I won't have to manually click each item.
- ○ (6) User Story 4: As a tester, I want to have god-mode commands to change any game values at will.
- ○ (4) User Story 5: As a developer, I want to have time limitations when collecting items to make the game more balanced.
- **Sprint 4: Finish up, polish interface, bug fix, etc.**
  - ○ (6) User Story 1: As a player, I want a clean UI to navigate the game more smoothly.
  - ○ (6) User Story 2: As a player, I want to have balanced gameplay so that I can stay engaged with the game.
  - ○ (8) User Story 3: As a player, I want graphics and animations to make the game feel more lively and interactive.

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.