Release Plan:

Product Name: TicTacToe Master
Team Name: Tic Tac Pac
Release Name: TicTacToe_Ver1
Release Date: March 16, 2018
Revision: 1
Revision Date: January 21, 2018

High Level Goals

1. Have a fully functional website with several Tic Tac Toe variant games to pick from
2. Have network play capability for all games
3. Implement a currency system to incentivize progression
4. Have a leaderboard and achievements
5. Implement AI for each Tic Tac Toe variant

User Stories for Release

User Stories	Story Points
Sprint 1	**1,2,3,5,8,13,21**
As a developer, I would like to be comfortable programming in HTML, JavaScript, etc. so that we don't slow down the development process later on trying to learn new technologies	8
As a developer, I want to be comfortable using git so that I can work collaboratively with my teammates more easily	2
As a player I want to have a basic tic tac toe game so that I can have a warm up mode before playing the harder variants	5
As a player, I want a login page so that I can track my progress to becoming a TicTacToe Master and connect with other players	5
As a player, I want a database with user information integrated so that my progress is saved when I log out	8
As a player, I want a main menu that allows me to select which variant to play and go to different customization/leaderboard options	5
Sprint 2	
As a player, I want a 3D variant of tic tac toe so that there is a more challenging option for gameplay	8

As a player, I want to be able to play tic tac toe with a friend via a network so that I can be mobile and still play/get challenged by them	**13**
As a player, I want to have a currency system so that I can reward myself with cosmetic items for doing well	**5**
As a player, I want to be able to change the theme of the board and pieces and my profile pic for Tic Tac Toe (basic changes) to make my experience more customizable (via the currency system)	**5**
As a player, I want to play Order and Chaos to that there is an even more challenging option for gameplay other than 3D TicTacToe	**8**
Sprint 3	
As a player, I want to play Ultimate Tic Tac Toe to that there is a more challenging option for gameplay other than 3D and Order vs Chaos	**8**
As a player, I want more selection in themes for the board and pieces so that there is more customization to unlock.	**5**
As a player, I want to be able to play order and chaos with a friend via a network so that I challenge my friends	**8**
As a player, I want to be able to play 3D Tic Tac Toe with a friend via a network so that I challenge my friends	**8**
As a player, I want there to be sound effects in response to my actions in Tic Tac Toe so that the gameplay is more engaging	**3**
Sprint 4	
As a player, I want to be able to play Ultimate Tic Tac Toe with a friend via a network so that I challenge my friends	**8**
As a player, I would like all mini games to have sound effects in response to my actions	**3**
As a player, I would like there to be achievements for special actions	**8**
As a player, I would like there to be AI for some of the games so that I can practice and learn how to play the game	**21**

Product Backlog

As a player, I would like a final challenge in which you have to win all 4 games in a row without losing
As a player, I want to play Cube Tic Tac Toe to that there is a more challenging option for gameplay other than 3D and Order vs Chaos