

Release Plan
C# Game Engine
Sharp Slugs
Revision 2
October 11, 2018

High Level Goals:

- Create a main “Game” class that offers update and draw loops
- A graphics library
- Content manager
- Implementation of physics
- Serialization library
- AI Helper Library
- Input library

User Stories for Release

Sprint 1:

- (21) As a game designer I want a main “game” class so that I can have a foundation to create my game.
- (5) As a player I want the created games to work on multiple operating systems.
- (13) As a game designer I want a graphics library so that I can have external assets appear on screen.
- (8) As a developer I need to learn C# in order to create to a game engine

Sprint 2:

- (13) As a game designer I want a content manager so that I can import assets
- (8) As a player I want to be able to view assets on-screen
- (8) As a player I want to be able to use my keyboard/mouse to play the game
- (13) As a player I want to be able to use my gamepad to play the game
- (8) As a game designer I want an event system so that I can have sprites respond to input.

Sprint 3:

- (5) As a game designer I want a world space coordinate system so that a larger world can be taken care of.
- (8) As a game designer I want a camera system so that the viewpoint can be moved around
- (13) As a game designer I want a way to detect collisions between game objects so that they can interact with each other.
- (8) As a game designer I want a way to put triggers in the game so that automatic events can take place.
- (8) As a game designer I want systems such as gravity and velocity so that the game can have more of a real feel to it.

Sprint 4:

- (5) As a game designer I want a serialization library so that my game may be more content-driven
- (8) As a game designer I want extensive documentation so I can more easily use the library.
- (5) As a game designer I want a test game included with the engine so that I can see how a game is put together in the engine.
- (5) As a game designer I want the code to have the same style format so that it’s easier to read.

Product Backlog:

- GUI
- Multiple cameras
- Example game

- GUI-based level editor tool
- Networking library
- AI library