Release Plan # 4

Team LFG-BLUE: "BUSTERS"
Revision Date: 12/03/2017

High level goals:
❖ Be able to have a complete endless shooter game with a balanced shooting system
❖ Have stable controls, controls should feel smooth and responsive
❖ Be able to progress through the game and make it more challenging
❖ The players should feel rewarded as they progress through the game
❖ To be able to play a game with multiple enemies

User Stories:
● **Sprint 1**
   a. As a developer, I want to familiarize myself with my tools so that I can deliver a fun and interactive game. (8)
   b. As a casual gamer I want to something to play, because I'm looking for a simple game (5)
● **Sprint 2**
   a. As a player, I want a simple bullet hell game that works (5)
   b. As a player, I want enemies so I CAN SHOOT THINGS! (3)
   c. As a player, I want some cool sprites (2)
   d. As a player, I want to know my high score when I play a game (2)
   e. As a player, I want a simple menu screen, so I can pause/resume my games (1)
● **Sprint 3**
   a. As a player, I want to have enemies move and bullets aim at me so the enemy feels more alive (5)
   b. As a player, I want to have a power up system so the game feels refreshing (3)
   c. As a player, I want the shooting systems to feel balanced, I don't want to make the game too easy (2)
● **Sprint 4**
   a. As a player, I want a boss battle so there's more objective (5)
   b. As a player, I want to have a balanced enemy spawn, so I don't get overwhelmed (2)

Product Backlog Not completed:
Have a currency or shop option to buy upgrades or new costumes
Have more enemies/bosses to play against
Game is available as an app for mobile devices
Improving the framerate of our game
Maintaining a high score database