Release Plan

Product Name: VectorKart
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Release: 1.0

High Level Goals:

1. Making a game where the user is able to have fun while understanding the concept of velocity, acceleration, and vectors
2. Make an educational game where students becoming excited to learn this difficult concept
3. Provide a shared social or competitive experience with the game to encourage engagement, local multiplayer
   a. Game we can send someone a link to and they can play

Prioritized User Stories:

1. As a student, I want to visualize velocity and acceleration because I'm having a hard time grasping this concept in my physics class. (5 SP)
2. As a teacher, I want to show students real world applications of vectors because students always ask "when will this concept be used in the real world?" (5 SP)
3. As a player I want to get live feedback on my gameplay so I can improve and learn from my mistakes. (5 SP)
   a. As a teacher I want a game that intentionally makes my students think about vector addition and its applications.
4. As a player I want to see statistics/seed for my game so that I can share them and compete with my friends. (3 SP)
5. As a player, I want to see new levels in the game so that there is variety in my gameplay experience. (8 SP)
6. As a player I want to be able to play a live game against my friends so I can compete with them. (3 SP)