Release Plan

Team Elephant: Project Elephant

Revision 1, Revised: 10/7/13

**High Level Goals:**

1. Familiarization with Unity and zSpace
2. Create a tanzlet that contains a scene with water, land, and an elephant. Animate the rigged elephant to make it walk to the watering hole at a point designated by a stylus click, get a big drink, then turn towards the camera, point its trunk straight at the screen, and blast it with water.

Total Story Points: 87

**Sprint 1: Familiarization with Unity**

1. As a programmer, I need to familiarize myself with Unity so that I know how to use the Unity editors and how to do basic scripting. (5 Story Points)

Total Story Points: 8

**Sprint 2: Familiarization with zSpace**

1. As a user of the system, I must be able to read a user manual of Project Elephant. (3 Story Points)
2. As a programmer, I need to familiarize myself with zSpace so that I can create tanzlets. (8 Story Points)

Total Story Points: 11

**Sprint 3: Interaction**

1. As a tester, I need to be able to do software builds and run regression tests. (13 Story Points)
2. As a user, I need to be able to move the elephant around the scene using the stylus. (21 Story Points)
3. As a developer, I need to make the elephant take a drink from the water, then turn towards the camera, point its trunk straight at the screen, and blast it with water. (34 Story Points)

Total Story Points: 68