**Release Plan:** Speed Hacker

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**Release Date:** June 6, 2018

**Revision #2**

**Revision Date:** June 4, 2018

**High Level Goals:**

- Be able to play a typing game

- Be able to store snippets of code for players to choose from and type out

- Be able to calculate users' words per minute (WPM) after each game

- Have prototype tests

- Be able to have continuous integration

- Be able to use a main menu to navigate to all of the product's features

- Be able to see player statistics

- Be able to store highscores both locally and online

- Have an aesthetically pleasing pixel art style

**User Stories:**

- Sprint 1:

    - As a user, I want to type characters using my keyboard and have them displayed on my screen so I can see what I typed.
    - As a user, I want to see text on the screen so I know what to input into my keyboard.
    - As a user, I want to see a basic user interface so I can start, restart, and exit the game.
- Sprint 2:

    - As a user, I want to see words highlighted in color so I know which words I typed incorrectly.

- ○ As a user, I want an intuitive user interface so I can easily access all of the program's features.
- ○ As a user, I want to be able to see my personal best words per minute so I can set personal goals.
- Sprint 3:

  - ○ As a tester, I want to be able to play through the entire game so I can record statistics.
  - ○ As a user, I want to be able to see my words per minute after each game so I can see how well I did.
  - ○ As a user, I want to be able to post my scores online so I can compare my scores to other players.
- Sprint 4:

  - ○ As a user, I want to see visually pleasing gameplay so the game is more enjoyable.
  - ○ As a user, I want be able to choose different algorithms to type out every game so I can have more varied gameplay.

**Product Backlog:**

- Online multiplayer functionality

- Multiple modes for varying programming languages

- Achievements