

Release Plan  
Product Name: ChemPuzz  
Team Name: Chemistry Sux  
Release Name: Beta  
Release Date: July 26th  
Revision number: r0.1  
Revision Date: 2019

High Level Goals:

1. Having cool art for sprites (sprint 1)
2. Having a start page, to show the layout of our game (sprint 2)
3. Having players being able to drag and drop atoms (sprint 1)
4. Having the molecules fuse together by collision (sprint 2)
5. A retry button in case the player messes up a level (sprint 3)
6. Create more levels, which will increase in difficulty (sprint 2 +3)
7. Instructions, so the player knows what to do (sprint 3)
8. Score/Timer, to make the player learn faster and make the game challenging and exciting (sprint 3)

User Stories For Release:

Sprint 1:

1. As a player I want cool sprites to represent atoms, molecules, and in between phases so that I will have a fun play experience - 10 points
2. As a player I want an interesting start page with a cool background and logo so that it will catch my attention and make me want to play this game - 3 points
3. As a player I want a start button to take me to the first level so that I can start to play the game - 1 point
4. As a player I want an interesting game layout for the levels so that I will have fun playing the game - 2 points

Sprint 2:

1. As a player I want the drag and drop feature to be implemented so I can play the game and complete levels properly - 5 points
2. As a player I want the collider to be implemented so I can play the game and complete levels properly - 5 points

3. As a player I want more levels to make the game more fun - 5 points

### Sprint 3:

1. As a player I want a retry button in case I fail a level so I won't have to start over - 5 points
2. As a player I want a timer to make the game more challenging and exciting for me - 3 points
3. As a player I want a score tracker to make the game more challenging and exciting for me - 3 points
4. As a player I want some instructions to teach me how to play the game, so that I learn more about chemistry in a new way - 2 points

### Product Backlog:

- Audio
  - User Story: As a player, I like there to be sound in my game, so it makes it more fun for me.
- 3D
  - User Story: As a player, I like my game objects to pop out at my so it looks more realistic.
- Double Click to split up molecules
  - User Story: As a player, I would like easy access to fix my mistakes so that I do not have to restart the entire game.