LFG Game Devs - Red

Release Plan

Release date: December 11, 2017

High Level Goals

a. A single, complete game level
b. Sound and art that go together
c. Fully controllable player character
d. Fully animated player character and enemies

User Stories for Release

Sprint 1

User Story	Priority	Estimated Effort
As a player, I want to be able to move the player character left, right, and jump up and down without collisions, so that I can progress through the level.	1	5
As a player, I want to be able to see background art and platforms drawn onto the screen so that I have a sense of place.	2	4
As a player, I want to see images loaded and drawn so that I can get an idea of what the final visual aesthetic will look like.	3	4
As a player, I want to see UI elements drawn onto the screen so that I can see what the menus will contain.	4	3
As a player, I want sounds to be working so that I can hear at least a single sound.	5	3

Sprint 2

User Story	Priority	Estimated Effort
As a player, I want to see the character colliding and reacting to game elements, so that I can better move about the level.	1	4
As a player, I want to see a level in the making with level effects that trigger on player interaction, so that I can better interact with the game.	2	2
As a player, I want to have fully animated game entities with a consistent aesthetic so that gameplay is more lifelike.	3	4
As a player, I want to see the basic layout of most of the UI elements in at least the menu, so that I will have an idea of how the menu will function.	4	5
As a player, I want to hear the game's sound effects come to life on interaction, as well as some music, so that I can better enjoy the game.	5	3

Sprint 3

User Story	Backlog Priority	Estimated Effort
As a player, I want the game to have physics that not only come across as consistent, but good to interact with, so that the game feels good to play.	1	4
As a player, I want to be able to play through a fully playable (and acceptably buggy) version of the game with single large level completed, so that I can have a decent sized level to explore	2	5
As a player, I want to see a variety of art assets in a consistent, beautiful style with animations appropriate for their contexts, so that the visuals make sense and are enjoyable	3	2
As a player, I want to have a mostly finished UI, so that I can gain information from the UI and also navigate menus.	4	4
As a player, I want to have animated enemies to interact with so that I have an additional level of complexity to deal with.	5	4

User Story	Backlog Priority	Estimated Effort
As a player, I want to play a game that gives the impression of being debugged, QA tested, and polished so that I can enjoy the game.	1	3
As a player, I want to hear the game's audio work with the game in perfect harmony so that I can fully enjoy the audio and visual parts of the game.	2	4
As a player, I want to see a complete structure that represents the completed game with no inexplicable dependencies to outside structure, so that I do not have to consider anything else and can just enjoy the game.	3	5

Product Backlog

User Story	Backlog Priority	Estimated Effort
As a player, I want to be able to attack enemies with either projectiles or a melee attack so that I can defeat them.	1	3
As a player, I want to have multiple levels to play so that I can experience more of the game.	2	4
As a player, I want to be able to customize my character with different armor sets or clothing, so that I can feel more connected with the player character.	3	5