<u>**Release Plan**</u>
Product Name: MinecraftEdu Monterey Bay
Team Name: Loops On Loops
Release Name: MinecraftEdu Monterey Bay v1.0
Release Date: 12/10/14
Revision Number: 3.0
Revision Date: 12/10/2014

<u>**High Level Goals**</u>:
● Create many sea creatures and be able to interact with them
● Model of the local Monterey Aquatic Features: Monterey Bay, Monterey Aquarium, and the Santa Cruz Wharf
● Player can craft a submarine and use it to explore the world.

<u>**User Stories For Release**</u>:
<u>**Sprint 1**</u>:
● 3 - As a student, I need to interact with Starfish, so I can learn about them and their role in the Monterey Bay ecosystem
● 4 - As a student, I need to interact with Sea Gulls, so I can learn about them and their role in the Monterey Bay ecosystem
● 5 - As a student, I need to interact with Garibaldi, so I can learn about them and their role in the Monterey Bay ecosystem
● 5 - As a student, I need to interact with Gray Whales, so I can learn about them and their role in the Monterey Bay ecosystem
● 8 - As a student, I need to interact with Elephant Seals, so I can learn about them and their role in the Monterey Bay ecosystem
● 8 - As a student, I need to interact with Dolphins, so I can learn about them and their role in the Monterey Bay ecosystem
● 1 - As a student, I need to interact with the Monterey Bay, so I can learn about my local environment.

<u>**Sprint 2**</u>:
● 3 - As a person interested in playing or creating lessons for the mod, I must be able to read a user manual for MinecraftEdu Monterey Bay.
● 3 - As a student, I need to interact with Starfish, so I can learn about them and their role in the Monterey Bay ecosystem
● 4 - As a student, I need to interact with Sea Gulls, so I can learn about them and their role in the Monterey Bay ecosystem
● 5 - As a student, I need to interact with Garibaldi, so I can learn about them and their role in the Monterey Bay ecosystem
● 5 - As a student, I need to interact with Gray Whales, so I can learn about them and their role in the Monterey Bay ecosystem

● 8 - As a student, I need to interact with Elephant Seals, so I can learn about them and their role in the Monterey Bay ecosystem

● 8 - As a student, I need to interact with Dolphins, so I can learn about them and their role in the Monterey Bay ecosystem

Sprint 3:
● 5 - As a tester, I need to be able to do software builds and run integration tests.

Product Backlog:
● 8 - As a student, I need to be able to see clearly in the water, so I get the most out of my in-game experiences

● 8 - As a student, I need to interact with Sea Otters, so I can learn about them and their role in the Monterey Bay ecosystem

● 10 - As a student, I need to interact with Sea Lions, so I can learn about them and their role in the Monterey Bay ecosystem

● 8 - As a student, I need to interact with Sea Otters, so I can learn about them and their role in the Monterey Bay ecosystem

● 1 - As a student, I need scuba gear, so I can realistically explore the Monterey Bay.

● 8 - As a student, I need a Submersible, so I can realistically explore the Monterey Bay.

● 5 - As a teacher, I need to be able to create lesson plans for my students, so I can effectively use the game as teaching tool.

● 8 - As a student, I need a "Pokedex", so I can learn about the marine life I encounter in the in-game Monterey Bay.

● 4 - As a student, I need to have kelp plants, so I can learn about them and their role in the Monterey Bay ecosystem

● 6 - As a student, I need to have kelp plant biomes, so I can learn about them and their role in the Monterey Bay ecosystem

● 10 - As a student, I need to see the ocean's health change in response to my behavior, so I can learn about environmental responsibility[1]