Final Release Plan

By The WorldBuilders
To be released as WorldBuilder
Revision # 0.4
Revision date December 2019
Coming December 2019

High level goals: We would like WorldBuilder to...
1. Use procedural generation to generate world maps suitable for tabletop RPG settings
2. Have an intuitive and informative GUI for letting the user view and interact with the map

User stories:
- **Sprint 1**
    - Spikes and research only
- **Sprint 2**
    - **21:** As a GM I would like to be able to generate a world map.
- **Sprint 3**
    - **21**: As a user I would like to parameterize world generation
- **Sprint 4**
    - **55:** As a user I'd like to be able to interact with the application without learning unix

Product Backlog:
1. Fine-scale map generation
    a. **8:** As a GM I would like to be able to generate a fine scale map
2. Transitioning between map scales
    a. **3:** As a GM I would like to be able to zoom in to greater levels of detail.
3. Saving the map both as a file and a seed stored in a cloud database
    a. **5:** As a GM I would like to be able to save the map in other formats
4. User-authored customization
    a. **8:** As a GM I would like to be able to author content on a blank map and then generate all un-authored content
5. User-authored content
    a. **3:** As a GM I would like to add my own content to the content database
6. Region-specific map regeneration
    a. **5:** As a GM I would like to be able to regenerate particular regions
7. Allow for asymmetric online communication between players and GMs
    a. **34:** As a user I would like to play with people online
8. Asymmetric map visibility
    a. **3:** As a GM I would like to be able to produce a version of my map with certain details hidden so that I can provide a map to my players that fits with their incomplete knowledge of the world.

9. Dungeon generation
    a. **13:** As a GM I would like to be able to generate dungeons
10. Waypoint setting and management
    a. **1:** As a GM I would like to be able to set waypoints of particular areas and be able to return to them with ease
11. Waypoint access for players
    a. As a GM I would like waypoints for my players
12. Different display layers for map
    a. **42:** As a GM I would like to be able to see different map types
        i. **13:** Political
        ii. **8:** Topographical
        iii. **0:** Biome Based (Covered in I.)
        iv. **21:** Economic
13. Procedurally generate characters and encounters
    a. **13:** As a GM I would like to randomly generate encounters with ease
    b. **34:** As a user I would like to generate characters
14. Be able to generate maps using images as reference
    a. **13:** As a GM I would like to generate maps based off of images
15. Customizable lighting and environmental attributes for the map
    a. **21:** As a GM I would like to be able to have different light levels in different areas
16. Generate events in the world
    a. **8:** As a GM I would like to be able to generate events in the world