

Release Plan  
WorldBuilder  
By The WorldBuilders  
To be released as WorldBuilder  
Revision # 0.1  
Revision date December 2019  
Coming December 2019

**Goal:** We want to create a program capable of procedurally generating world maps suitable for tabletop RPG settings. The map will be viewed and interacted with through a GUI.

**Task List:**

- As a GM I would like to be able to generate a world map.
  - **Spike Tasks:**
    - Research applicable coding languages for PCG: 2 hours
    - Research IDEs and visual development applications : 2 hours
    - Find applicable codebases: 3 hours
    - Research basic theory and principles of PCG: 3 hours
    - Research and list benefits several specific procedural generation algorithms: 2 hours
    - Research how maps are presented and which generation algorithms will work best for showing more detail at lower scales: 3 hours
    - Research different types of procedural generation in map making: 4 hours
  - **Implementation Tasks:**
    - Design generation software: 6 hours
    - Determine how information is getting from the generation function to a map on the screen : 1 hour
    - Draw diagram of system: 2 hours
    - Design and write test modules: 4 hours
    - Write a first draft program: 4 hours
    - Test first draft program: 1 hour
    - Implement second draft program based on first draft test: 2 hours
- As a user I'd like to be able to interact with the application without learning unix
  - **Spike Tasks:**
    - Research applicable coding languages for GUIs: 2 hours
    - Research IDEs and visual development applications: 2 hours
    - Find applicable codebases: 2 hours
    - Research what we need in order to effectively host this tool on the web: 3 hours
      - Front end
      - Back end
  - **Implementation Tasks:**
    - Design a canvas for the map: 1 hours

- Draw layout of GUI: 2 hours
- Design menu structure: 3 hours
- Create basic layout based on drawing: 3 hours
- Implement canvas: 2 hours
- Implement menu structure: 3 hours
- Design test modules: 2 hours
- Convert information from PCG into an image: 4 hours
- Test elements of GUI: 4 hours

**Team roles:**

- Jacob Wynd: Product Owner, Developer
- Youyou Zhao: Scrum Master, Developer
- Elizabeth Dinh: Developer
- Aaron Gormley: Developer
- George Redhead: Developer