

Release Plan
WorldBuilder
By The WorldBuilders
To be released as WorldBuilder
Revision # 0.1
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
3. Display variable levels of map detail at different scales
4. Allow for user customization of the world generation process
5. Procedurally generate dungeon submaps
6. Be able to display maps using different classification layers

User stories:

- **Sprint 1**
 - **13:** As a GM I would like to be able to generate a world map.
 - **5:** As a user I'd like to be able to interact with the application without learning unix
- **Sprint 2**
 - **8:** As a GM I would like to be able to generate a fine scale map
 - **3:** As a GM I would like to be able to zoom in to greater levels of detail.
 - **5:** As a GM I would like to be able to save the map in other formats
 - **8:** As a GM I would like to be able to author content on a blank map and then generate all un-authored content
- **Sprint 3**
 - **3:** As a GM I would like to add my own content to the content database
 - **5:** As a GM I would like to be able to regenerate particular regions
 - **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.
 - **13:** As a GM I would like to be able to generate dungeons
 - **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
 - As a GM I would like waypoints for my players
- **Sprint 4**
 - **42:** As a GM I would like to be able to see different map types
 - **13:** Political
 - **8:** Topographical
 - **0:** Biome Based (Covered in I.)
 - **21:** Economic

Product Backlog:

1. Allow for asymmetric online communication between players and GMs
 - a. **34:** As a user I would like to play with people online
2. 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
3. Be able to generate maps using images as reference
 - a. **13:** As a GM I would like to generate maps based off of images
4. 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
5. Generate events in the world
 - a. **8:** As a GM I would like to be able to generate events in the world