

# Release Plan

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## Heading:

- Product Name: Tetris X
  - Team Name: Spirit
  - Team Members:
    - Jiaming Zhao (product owner)
    - Yilin Xu
    - Weiyi Xia
    - Xuanyi Zhang
  - Release Name: Tetris X – Beta
  - Release Date: July 28<sup>th</sup> 2017
  - Revision Number: 1.0
  - Revision Date: July 2<sup>nd</sup> 2017
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## High Level Goals:

- Users be able to play a functional Tetris game.
  - Users be able to select difficulties for the Tetris game including easy, normal and hard.
  - Users be able to login in their accounts through the android app.
  - Users be able to view their ranking after the game is over.
  - Users be able to select between playing again or difficulty selection after the game is over.
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## **User Stories for Release:**

### **Sprint 1:**

- (4) As a user, I want to register a user account and have a database to store my user information including the user name, password and highest score using the Firebase server.
- (2) As a user, I want to have an account to view my score and online ranking.
- (18) As a user, I want to play a working Tetris game. The game should have 4 buttons.
  - Button 1: move to left
  - Button 2: move to right
  - Button 3: quickly move downwards
  - Button 4: rotate the block

### **Sprint 2:**

- (2) As a user, I want to select difficulties for my Tetris game so that I can challenge myself.
- (4) As a user, I want the game be able to change the speed of falling blocks and make the block generate at random locations to increase the difficulty.

Easy – normal speed, fixed location, gain less score

Normal – faster speed, fixed location, gain normal score

Hard – very fast speed, random location, gain most score
- (8) As a developer, I want to merge the code together to make a working game on the android phone.

### Sprint 3:

- (3) As a user, I want the database server to send data back in order to show the online ranking for the me.
  - (2) As a user, I want to play again after the game is over or be able to select other difficulties.
  - (2) As a user, I want to pause or quit the game anytime in order to have a better game experience.
  - (1) As a user, I want to go back to the login page and be able to login in with other account.
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### Product Backlog:

- Users being able to purchase game items using their game scores.
    - Extra life
    - Slowing the falling block
    - Tools to force remove blocks at the bottom
    - Select the required block for next block
  - Users being able to purchase game scores with bank card.
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### Challenges:

- Request and send information to the Firebase server
  - Merging code
  - Functional Tetris game without bugs
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### Technologies:

- Coding platform: Unity
- Server: Firebase
- Hardware: phones running in the Android system