

Release Plan

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 28th 2017
 - Revision Number: 1.0
 - Revision Date: July 2nd 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 developer, I want the firebase server to send data back in order to show the online ranking for the users.
 - (2) As a user, I want to play again after the game is over or be able to select other difficulties.
 - (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: Android Studio
- Server: Firebase

- Hardware: phones running in the Android system