# 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 28<sup>th</sup> 2017
- Revision Number: 1.0
- Revision Date: July 2<sup>nd</sup> 2017

## **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.

#### **User Stories for Release:**

### Sprint 1:

- (1) As a user, I want to register a user account via the Android Tetris game so that I can view my highest score.
- (5) As a user, I want to play the Tetris game on my android phone so that I can have some fun.
- (2) As a developer, I want to build a database to store all user information including their user name, password and highest score using the Firebase server.
- (5) As a developer, I want to program 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 developer, I want to change to 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

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.

**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.

**Challenges:** 

• Request and send information to the Firebase server

• Merging code

• Functional Tetris game without bugs

**Technologies:** 

• Coding platform: Android Studio

• Server: Firebase

• Hardware: phones running in the Android system