Release Plan

Product: TDZSRPG (2D C++ Game)
Team: C.R.A.M.
Version 1.0
To be released in late March
Revision 1.0
1/19/2015

High-level goals:

We hope to create a top down 2D survival game using C++ and an established game engine. Our goals are to create a challenging game using game mechanics such as procedural world generation, day/night cycle, hiding from and fighting enemies, finding and using resources, items and weapons, and having the game scale in difficulty as it is played (end game). We hope to implement controller support and local co-op so the game can be picked up easily and played with friends. We also hope to have clean and simple graphics and sound effects for a pleasing overall gameplay experience.

User stories:

- Sprint 1:
  - User Story 1: As a gamer, I want to be presented with a menu when I start up the game. (5)
  - User Story 2: As a gamer, I want to be able to use the keyboard so that my character moves. (1)
  - User Story 3: As a gamer, I want a procedurally generated open world so that I may explore it. (21)
- Sprint 2:
  - User Story 1: As a gamer, I want to be able to collect and use items that I find in the world. (13)
  - User Story 2: As a gamer, I want the open world to have enemies to add challenge to the game. (17)
  - User Story 3: As a gamer, I want the time of day to affect the lighting of the game world so that it changes gameplay. (18)
  - User Story 4: As a gamer, I want to be able to hide from enemies so that I can survive. (13)
- Sprint 3:
  - User Story 1: As a gamer, I want to be able to do missions so that I can unlock other items, etc. to use in the game. (21)
  - User Story 2: As a new player, I want tutorials so I can understand the mechanics of the game. (13)
  - User Story 3: As a gamer, I want controller support so that controls are more intuitive. (18)

- ○ User Story 4: As a gamer, I want multiplayer so that I can play locally with my friends. (21)

Product Backlog:

As for right now, nothing exists in our product backlog. This is because any real progress to be done on the game has yet to occur, but also because we think more discussion could and should be done before features are to be concretely excluded from the game.