**Release Plan**

**Random Dungeon Generator**

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**High level goals:**

* Be able to generate a dungeon.
* Have a quick iteration time (make it run fast).
* Be able to save the dungeon for future use.

**User stories for release:**

Sprint 1:

1. As a Game Developer, I want easy access to an interface, so that my focus can be on more complex tools.
2. As a designer, I want to have access to parameters so that I can customize and influence the map that is generated.
3. As a user I want a way to be able to preview the results, so that I know how an output will appear.

Sprint 2:

1. As a user I want to be able to generate a map, so I can use it as a reference.
2. As a user I want to be able to preview the results, so that I may rapidly iterate on the design.
3. As a user I want to be able to save the map, so that I can use it in the future without having to regenerate it.
4. As a designer I want multi-level dungeons, to generate multiple floors in bulk.

Sprint 3:

1. As a designer I want the option to let rooms have specific purposes, to make the dungeon seem more realistic.
2. As a designer I want to be able to specify the number of one-way / multi-way entrances/exits, so that it could map to existing dungeons.
3. As a designer I want a reference view, so that I can understand the size of the dungeon.

**Product Backlog:**

1. As a designer I want the map to be populated with objects, to give it an overarching theme.
2. As a designer I want objects & shapes on the map to be rendered in a more complex fashion, to increase readability and add inspiration.