# Release Plan version 1, created

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| Group number | T12 |
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|  | |  |

## Release One

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| Feature Name | Feature Description | Estimate  (ideal programming session) | Actual  (fill this in after) |
| *Menu* | *Menu for user navigation the game* |  |  |
| *Networking* | *Games can communicate with each other across a network* |  |  |
| *Profiling* | *Each user has unique profile* |  |  |
| *Core Game* | *Puck and paddles can be moved and use realistic physics* |  |  |
| *AI* | *Option to play against a basic AI opponent* |  |  |
| *Chat* | *In-game chat feature can be initiated by users* |  |  |
| *etc* |  |  |  |

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| Estimated Delivery Date | 25/03/2010 |

## Release Two

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| Feature Name | Feature Description | Estimate  (ideal programming session) | Actual  (fill this in after) |
| *Core Game* | *Game Score is tracked, each player can score* |  |  |
| *Menu* | *User can configure game options* |  |  |
| *Networking* | *Lobby System to send and accept game requests* |  |  |
| *AI* | *Varying difficulty, more advanced AI, possibly adaptive* |  |  |
| *Feature5* | *FeatureDescription5* |  |  |
| *Feature6* | *FeatureDescription6* |  |  |
| *etc* |  |  |  |

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| Estimated Delivery Date | 05/05/2010 |