

Final Release Plan (Due Mon, 20th)

Sprint 1: Backlog: Minimal Gameplay Base

User Story #1: As a player I want the ball to inc/dec in size/mass when I press a button/key

User Story #2: As a developer I want the ball to latch onto hooks

User Story #3: As a developer I want the ball to hang off the hook.

User Story #3: As a player I want to be able to start a new game.

User Story #4: As a player I want to be able to exit the game.

User Story #5: As a player I want to be able to restart and pause the game.

User Story #6: As a player I want to set a starting/ending point in a level

User Story #7: As a player I want to have an option to enter my name.

User Story #8: As a developer I want a minimum of 5 level designs using features listed in Sprint 2 ready so that in Sprint 2 we can focus more on implementation rather than planning.

Sprint 2: Backlog: Enhanced Levels, Features and Gameplay

User Story #1: As a player I want the hooks to move.

User Story #2: As a player I want obstacles with different gap sizes that forces me to change in size.

User Story #3: As a player I want a level where the ball's weight/size has to synchronize with matching colors/sounds.

User Story #4: As a player I want obstacles that requires the ball to be heavy in order to break them.

User Story #5: As a player I want trampolines where the ball can bounce off of based on mass.

User Story #6: As a player I want moving obstacles where timed unlatching is critical.

User Story #7: As a player I want the game to record the highest level completed.

Sprint 3: Backlog: Polishing The Game

User Story #1: As a player I want to see a splash screen with a start button

User Story #2: As a player I want to see a basic tutorial on how to play the game

User Story #3: As a player I want to be able to choose different avatars (different design or color).

User Story #4: As a developer I want to add better graphics to the game

User Story #5: As a developer I want to add sound effects/music to the game

User Story #6: As a developer I want people to playtest the game so that I can receive feedback to fix bugs and/or adjust features for better gameplay experience
