

Release Plan Draft (Due Weds, 15th)

Sprint 1: Backlog: Minimal Gameplay Base

User Story #1: As a player I want to increase in size when I swipe down (android) or press the down key so that I can gain mass.

- ☐ physics, set gravity
- ☐ proportionally increase in radius and mass

User Story #2: As a player I want to latch onto hooks with the rope when I touch them so that I don't fall and die.

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 know my score (if any).

User Story #6: As a player I want to be able to restart a level (if I muck anything up).

User Story #7: As a player I want to be able to restart and pause the game.

User Story #8: As a developer I want a minimum of 10 level designs using features listed in Sprint 2 ready so that in Sprint 2 we can focus more on implementation instead of planning.

// Game timer, start, goal, ball, rope, hooks, coins, score, win, lose

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 to have a level where the ball starts from the ground to the space. (?)

User Story #5: As a player I want obstacles that requires the ball to be heavy in order to break them.

User Story #6: As a player I want trampolines where the ball can bounce off of based on mass.

User Story #7: As a player I want moving obstacles where timed unlatching is critical.

Sprint 3: Backlog: UI/Menu/Tutorial/Graphics/Audio/Playtesting/Polish etc. (likely content based stuff)
