**Release Plan**

Product/Team: Trash Toss, version 3.0

Last updated: Oct. 10, 2017. Revision 1.

Main Idea: Trash Toss is a gaming app that seeks to educate players on proper waste disposal and inspire environmentally responsible action. This project is ongoing, and was initially started by students last year. It is now a part of the IDEASS program [Impact Designs: Engineering and Sustainability through Student Service], and the game will continue to be expanded this quarter through the work of current students.

High Level Goals:

1. Add more difficult items to dispose of based on input from IDEASS program
2. Add gameplay functionality and detailed graphics to represent such new items
3. Improve on the existing point system with new incentives
4. New version testing/Prototype new features
5. Continuous integration
6. Build a website to represent game application

Target Audience:

* People who want to educate themselves on proper waste disposal
* Santa Cruz Resource Recovery Facility plans on using the application for their education program for children to participate in
* Geeks and Gamers
* "As a {user role}, I want {goal} [so that {reason}]"

Sprint 1:

* User Story 1: (On-Going) As a person who works at the Santa Cruz Resource Recovery Facility, I want the game to be factual and incorporate diverse items, in order to reflect real-life complicated recycling situations, so that I can count on the members of Santa Cruz county to recycle properly and make my life easier.
  + Story Points: 13
* User Story 2: As an inexperienced recycler I want a variety of items, so I’ll be prepared to handle more obscure types of waste.
  + Story Points: 2

Sprint 2:

* User Story 3: As a gamer I want to see descriptive graphics so that the game is clear and visually appealing.
  + Story Points: 8
* User Story 4: As a competitive person I want a detailed score board that reflects my success so that I can brag to my friends.
  + Story Points: 3
* User Story 5: As a kid I want the game to be kid friendly and geared towards child education so I can have fun while learning.
  + Story Points: 1

Sprint 3:

* User Story 6: As an experienced gamer I want a game that has scaling difficulty so I don’t get bored.
  + Story Points: 5
* User Story 7: As a parent I want this game to be fun for all ages so that I am engaged when playing the game with my beautiful and wonderful kids.
  + Story Points: 1
* User Story 8: As a player I want a game with short loading times so the gameplay is as streamlined as possible.
  + Story Points: 5

Sprint 4:

* User Story 9: As a smartphone user I want this app to be as compact and resource efficient as possible so that it doesn’t have to compete with disc space with other apps.
  + Story Points: 5
* User Story 10: As a user I want the app to have cooler music than it currently does because good music helps me engage in the game.
  + Story Points: 8

Main Concerns: Misjudging the amount of time/effort a task will take. Misinterpreting the wishes of the client.

Product Backlog:

* Develop this application for the iOS so it increases user base for the app.
* Develop user names for the player based on score (TossBoss, TossNoob, Trash Toss BOIS and GALS)
* Make the tutorial mode more engaging