Release Plan for:

hExSCAPE

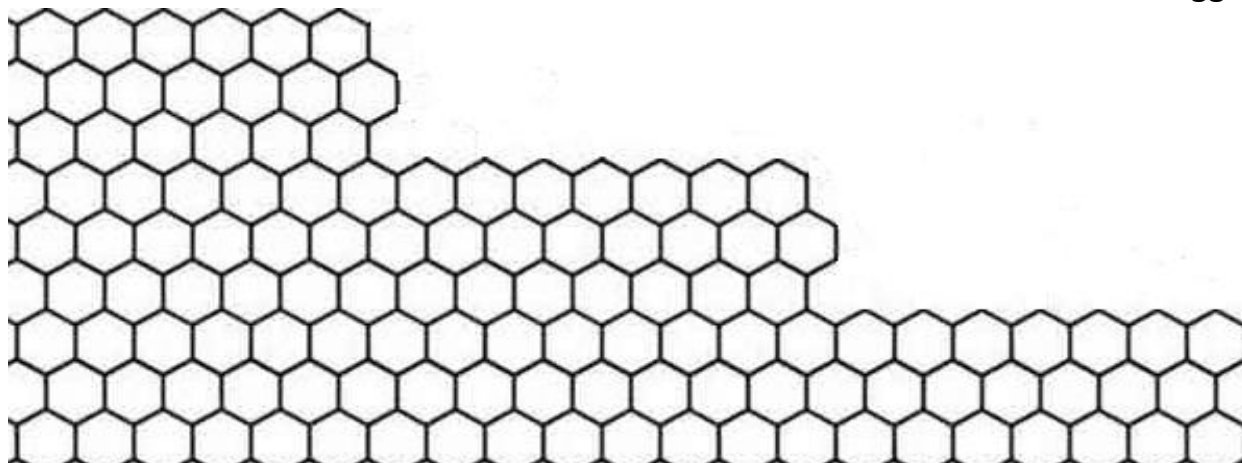## Release 1

From Down2 Developers:

Christopher Touchette
Michael Ouille
Gabriel Mayo
Billy Loveday
Dane Reggia

Release Goals and Dates

The goal is to have a board created that can be navigated by the end of Sprint 3. Select a scenario that populates the board with all of the objects by the end of Sprint 5. The combat logic should be completed by the end of Sprint 6. The enemy AI should be able to have basic interactions with the player (destroy, weaken, etc.) by the end of Sprint 7. Future releases will add multiple player characters, enemies, and levels. Dates for the aforementioned Sprints can be found below in the Sprint schedule.
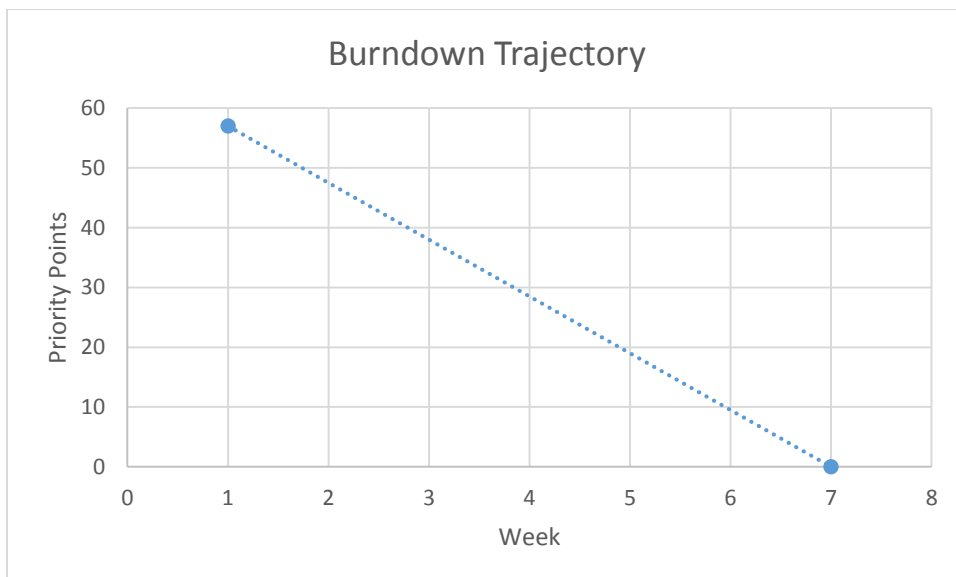
Definition of Done

The first release will be considered done when a player can load the game and reach a win or lose condition on the most basic first level.

Product Backlog
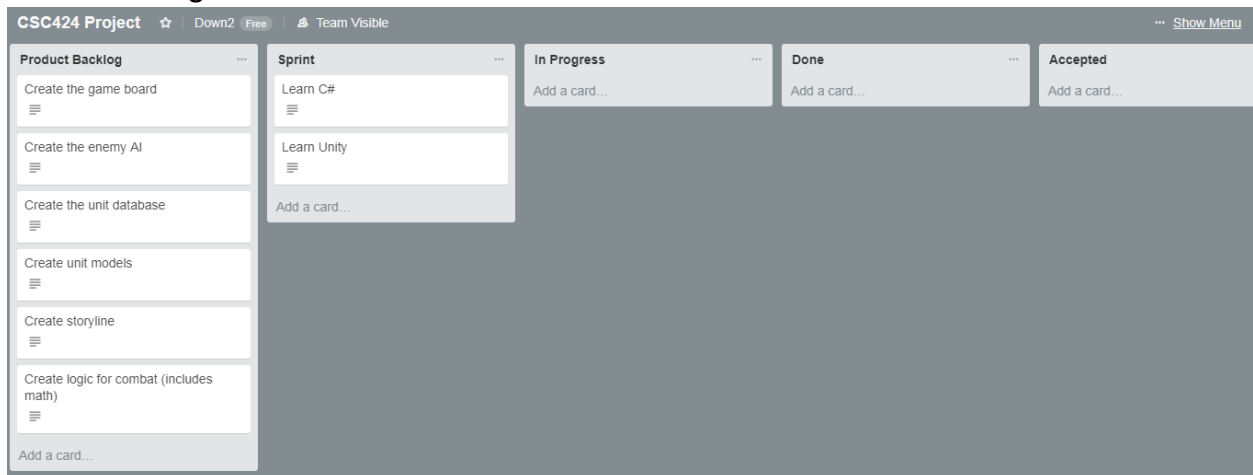
Release Burndown Chart

Calculated Velocity

At the first ranking meeting, the tasks on the backlog combined for a total of 57 priority points, meaning the team must maintain a velocity of 8.14 points per sprint to meet the goals of the release.

Sprint Schedule
Sprint 1 – 2/26/18
Sprint 2 – 3/5/18
Sprint 3 – 3/19/18
Sprint 4 – 3/26/18
Sprint 5 – 4/2/18
Sprint 6 – 4/9/18
Sprint 7 – 4/16/18
End Sprint 7 – 4/23/18
Release 1 – 4/30/18

Issues and Concerns
This game risks being just like other medieval RPGs.
Not every team member owns hardware that can access/run Unity software.
Visual appeal for the UI will be a challenge while working across IDEs and Unity.

Team Roles

Sprint	Product Owner	Scrum Master	Development team
1	Billy Loveday	Dane Reggia	Gabriel Mayo, Chris Touchette, Michael Ouille
2	TBD	TBD	TBD
3	TBD	TBD	TBD
4	TBD	TBD	TBD
5	TBD	TBD	TBD
6	TBD	TBD	TBD
7	TBD	TBD	TBD

Team Commitment
Each team member will commit to an average of 10 hours per week on the development of the project, and early communication of roadblocks to accomplishing their sprint tasks. This commitment is made with the understanding that some weeks will be heavier than others.

Collaboration Tools
To manage the Backlog, the development team has elected to use Trello. User names are provided in the table below. To navigate to the group board titled CSC424 Project, use the following link:
https://trello.com/b/TOzx8K9I/csc424-project

To share code, the team elected to use GitHub and user names are listed in the table below. To navigate to the group board, follow the following link:
https://github.com/w968578/Down2

Member	Trello name	GitHub name	Slack name
Dane Reggia	Dane Reggia	w968578	w968578
Billy Loveday	Creeperstarwars	SWCreeper	Billy
Michael Ouille	Michael Ouille	mouille	Michael Ouille
Gabriel Mayo	gab	gmayo88	Gabe
Christopher Touchette	Chris	CAT1983	CAT1983

Communication and Logistics Plan

To provide a running history of communications that everyone has access to, the team elected to use Slack, for which user names are also listed in the table above. The Slack account can be found by accessing the following link:

https://csc424down2.slack.com/messages/C9BGC4YUU/