GameShare Release 1.0 Plan

Release Date: 12/11/2017
Team Name: GameShare Team
Version 1.1, revised: 10/10/17

High Level Goals: Create a website where users can create a level for a tank game if they have an account. Let users publish the level, have it render, and produce a link with a server that can be played by anyone that has the link (limit of ~5 people). Test each feature as it is written by developers before it is integrated into the master version of the project. Have the users be able to drag and drop elements into the level.

User Stories for Release:
- Sprint 1:
    13: As a player, I want to see a visual representation of my character on the game field
    5: As a player, I want to see others on the level
    5: As a player, I want to move myself within the level.
    13: As a player, I want to see the other players movements on the level
    2: As a player, I want a limit on the number of players active on the game field
    5: As a player, I want rectangles to be obstacles i can hide behind
    8: As a player, I want to be able to shoot projectiles
- Sprint 2:
    13: As a game maker, I want to be able to edit a simple level made of rectangles
    5: As a player, I want bullets to react to objects and players
    8: As a game maker, I want to be able to "publish" my game and have it rendered so that *I can play it*
    5: As a game maker, I want to be able to have UI tools that let me set rules for the level
    5: As a player, I want an interface that tells me how many tanks I've hit
    5: As a player, I want the interface to also show the players on the server
- Sprint 3:
    3: As a player, I want an interface that shows who has hit the most tanks
    13: As a game maker, I want to be able to create, delete, login, and logout of a user account
    13: As a game maker, I want to be able to save and load my levels at will from a list
    8: As a game maker, I want to be able to have more intricate mechanics (ie. holes in the ground, different weapons, power ups)
    8: As a game maker, I want to destroy the rectangles when I shoot them
    8-13: As a player, I want there to be textures and variety in the graphics
- Sprint 4:
    5: As a game player, I want to see a list of levels that are currently active that i can join
    5: As a game player, I want to be able to chat with other players

8: As a visitor of the site, I want to see a website with a how to play build a level, and make an account

13: As a I player, I want bullets to bounce off of walls

8: As a player, I want my tank to animate when it shoots

Product Backlog:
- Different 'modes' that the user can play in, i.e. different vehicles instead of the default
- More animations for the players movement, shooting, etc.
- Animations for when the obstacles are shot or damaged
- Timed games with a winner based on points earned

Project Presentation:
https://docs.google.com/a/ucsc.edu/presentation/d/1a-ZMAYmt9BA7Ez_571s2YyOfY6DB2MtIWXeUnGQ3Bys/edit?usp=sharing