***Release Plan Document (RPD)***

***Slimy Doodly by team Dislocation***

***GAM 150 - Spring 2020***

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Release Plan Structure

## ***Release 1: Prototype***

Due to Week 7(First week of May)

To give an idea about our game, Have to be almost of key features are implemented.

### Must Have Features

* Tile Based Map (XL) : It can make multiple different type of tiles, It have to be easily modified based on char type array.
* Wave Gun Mechanic (XXL) : If player shoot the wave gun, action and reaction must be work, for example if player shoot the wave gun to downside, player can do ***MegaJump***, also if shoot the physics object, it have to pushed to the sided that we wanted.
* Trigger Mechanic (XL) : Must have at least one trigger have to be in the level, we are considering the first is gate opening, So it have to be there.
* Enemy Slime (L) : It just be there to test physics, no script or AI to move it, it just on the block and do nothing.
* Lava slime Mechanic (L): If lava slime fall into the water tile, it have to be changed to block that player can step on it.
* Player Mechanic (M) : If player fall into some blocks, it have to be instantly died and reload the level.
* Collision Detection (XL) : Implemented by using hitbox AABB collision, it is important because most of our mechanics needs this feature.

### Should Have Features

* More triggers (L) : More than one triggers in the game like making a bridge.. or something.
* Menu (S) : it’s not about level selection, player can go to the level by through the simple menu screen.
* Slime Script (L) : Slime moves by script, like moving left to 3 seconds… and jumping. Can be modified by code.

### Nice to Have Features

* More than one level (XL) : Player can play more than one level, it have to be little bit more difficult than first level
* Some sprites and background (M) : Add static sprites texture on Player, and background texture.
* Simple AI on Slime (XXL): Slime can detect next position and which block will he be on, it avoids to fall down to platform not using script.

## ***Release 2: Alpha***

Due to Week 11(Last week of May)

All the key features have to be completed, Must have menu screen, at least two level and triggers, and Simple UI(No fancy arts), Menu Screen have to be completed

### Must Have Features

* All of the Prototype’s should Have features
* Camera (L) : Camera follows player and draws object and tiles by camera position.

### Should Have Features

* All of the Prototype's Nice to have features
* Level Unlock System and level selection screen (M) : When player select this button in menu, can select unlocked stage and can start that level, Don’t have to be look good, just simple text and boxed are fine.
* Side Scrolling (L) : Map have to be bigger than our screensize, So it need to be scroll based.
* optimization (S) : Draws and updates object only in the camera angle.

### Nice to Have Features

* Moving Sprites (L) : Shows animated working sprites on Player and moving sprites for slime
* Scrolling BackGround (L) : Background is behind the tiles, so it moves slower than other objects.
* Effects (M) : When player shoot the wave gun, can see the wave effect, slime and environment interaction effects have to be done (smoke when lava slime into the waver, water blocks having effect).
* Sounds(L) : Without BG music, player jumping, wave gun shooting sound, reload sound, slime’s all sounds have to be done.

## 

## ***Release 3: Final***

Due to Week 14(Second week of June)

All the feature and sprites are readied, have to be fun to play. At least five levels included final level.

### Must Have Features

* All of the Alpha’s should Have features
* Levels (M) : Make levels at least 5 with full of fun.

### Should Have Features

* All of the Alpha's Nice to have features
* Physics (L) : Make physics more smoother than before.
* Optimization (L) : Optimize our game to give players more flexibility to play game.

### Nice to Have Features

* Camera (S) : Vibrates for less than 1 second when Player shoot the wave gun.
* Sound (XL) : Compose ALL background musics for our game and use it.

Appendices

## ***Appendix A: Task Backlog***

|  |  |  |
| --- | --- | --- |
| **Task ID** | **Task Title** | **Size** |
| 1 | [Game Design Document (GDD)](https://docs.google.com/document/d/11CD1kfKYodJa1t3wIdHzbfj66RRdhGLDsSQ3RfQQ67Q/edit?usp=sharing) | L |
| 2 | [Game Pitch Milestone Slide](https://docs.google.com/presentation/d/1LKZuorBfbw7XHhiMA_GgEIiNpqJLcg9AsIfWcwpHHmM/edit#slide=id.p) | M |
| 3 | [Release Plan Matrix](https://docs.google.com/spreadsheets/d/1Ui0PfqloCIPP58F474grTv6F892Sj8TbLCeQja857iM/edit?usp=sharing) | S |
| 4 | Release Plan Document (This) | M |
| 5 | [Technical Specification Document (TSD)](https://docs.google.com/document/d/1GA7EfTrSlWrfsKBQMTbylfX1nm3v0dSQaA9EEWOugLo/edit?usp=sharing) | M |