Release Plan

Product name: Lifetracker RPG
Team name: Three and A Half Asians
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Revision Number: 1.0

High-level Goals(Listed from highest priority to least):
- Google Maps functionality including seeing user location, dropping pins, and tracking movement.
- Creating a useful and intuitive testing environment
- Personal accounts with username and passwords that have personal stats attached to each.
- A responsive UI so that the user can access his collection, items, etc.
- A level-up system that has users progress as they play the game(complete quests, more steps)
- Users can obtain special items/collection

Sprint 1
- (8) Research/practice Android Studio Development
-    As a developer, I want to have some small prototype of an android studio program to show the team so that we can have a good codebase.
- (8) Research/practice Google maps API
    - As a developer, I want to show the team some google maps functionality, namely: Showing current location and tracking any movement.
- (3) Figure out how to register users and set up some framework using Firebase.
    - As a developer, I want to practice using enterprise technologies to achieve the best possible design for user interaction and security.
- (2) Organize the Git repo
    - As a developer I want our git repo to be formatted / organized for Android app development such that future development is smooth
- (1) Look up assets that we can use for this project
- (3)Figure out the game design aspect of this game
    - As a game developer, I want our fitness app to give users some incentive to continue their workout routine.
Sprint 2
- (8) Set up a mobile framework for the application
    - As a developer, I'd like to keep our code organized and begin development
- (8) Have our testing interface interact with Google Maps API
    - As a developer, I want to make sure that any interactions we are allowing the player to do work properly. This testing should be automated.
- (13) Create a prototype UI
    - A barebones UI is essential for associating each activity to some UI framework. Plus set up future UI development.
- (5) Have a user login to the application
    - As a developer, I need a way to associate each user with their respective data

Sprint 3

- (5) Have data(items, collection, stats) associated with each user
  - As a gamer, I would like to see items and perks which would give a sense of progress
  - As a developer, it is important that each user has separate data, and make sure that various parts of the application interact correctly with the data.
- (5) Some way for the user to view and interact with their data (UI)
  - As a user, I would like to be able to track my progress so that I can see how far I have come
- (8) Add more gameplay elements
  - As a player, I want to be able to draw quests on the map, and do quests.
  - As a gamer, I want to be able to leave hints and messages on the map for others to see

Sprint 4
- (8) Finalize UI
  - As a player I want a fun and intuitive UI to go along with the game
- (3) Field testing our application via our mobile devices
  - As a tester, I want feedback and testing on how our application in a more "real world" environment.
- (3) Preparing a demo to show our CS115 class
  - As a developer, I want a demo that shows off as many functions of our app as possible.

Product backlog:
- Quest implementation (What we have in mind: User gets from one point to another in a certain amount of time; receive items if completed)
- Placed user messages on the map
- Research potential game elements (budgeting, diet, etc)
- Gathering original Art assets
- Deciding on the theme of the application

Presentation link:
https://docs.google.com/presentation/d/11UbzbltH9BpKXnH0nHfLJ0Ywf9rmnha4jNJkN9oaT0I/edit?fbclid=IwAR3goYDg9rOOys5_3BaAqbkbcVdXabAncvZqH3NEfM1gpIeLn7bXCs8vm84#slide=id.p