

Release Plan - Seekr

[Repository](#)

Objective: Create an intuitive map experience with an emphasis on exploration and connecting with one's community to better understand the area they find themselves in

Total Duration: 8 Weeks

Sprint Length: 2 Weeks

Total Sprints: 4 Sprints

High Level Goals

- Create an application that allows users to log in and interact with the community hosted on our platform
- Getting the user to a destination while preventing the user from getting lost
- Notification hints to get to the waypoints/destination
- Maintaining a sense of exploration
- Utilize community-maintained data to incentivize the user to explore/find new wonders in their area at the same time
- Working in the Santa Cruz and UCSC campus

Sprint 1

- {1} As a returning user, I want to be able to create a profile in order to save my information. [8]
- {1} As a hiker, I want to be able to interact with a map to see my location, orientation, and distance. [13]
- {2} As a navigator, I want to be able to see my visual progress to the destination. [3]

Sprint 2

- {1} As an explorer, I want access to navigational tools that help me figure out how I'll reach my destination. [13]
 - Progress Bar
 - Compass
 - Intermediate Destinations
- {1} As a traveler in an unfamiliar area, I want to be notified when I am going the wrong

- direction. [8]
- {2} As a community member, I want to be able to mark interesting points so that the app properly reflects my area. [5]
- {2} As a traveler, I want to be notified when I am near an interesting landmark. [5]

Sprint 3

- {1} As an explorer, I want access to navigational tools that help me figure out how I'll reach my destination. [8]
 - Compass
 - Intermediate Destinations
- {1} As a traveler in an unfamiliar area, I want to be notified when I am going the wrong direction. [7]
- {2} As a community member, I want to be able to mark interesting points so that the app properly reflects my area. [5]
- {2} As a traveler, I want to be notified when I am near an interesting landmark. [5]
- {3} As a user, I want to be able to view/connect with other users. [5]

Sprint 4

- {3} As a user, I want to be able to control the amount of navigational information I receive. [3]
- {1} As a traveler in an unfamiliar area, I want to be notified when I am going the wrong direction. [7]
- {2} As a community member, I want to be able to mark interesting points so that the app properly reflects my area. [5]
- {2} As a traveler, I want to be notified when I am near an interesting landmark. [5]
- {3} As a user, I want to be able to view/connect with other users. [8]
- {3} As a traveler, I want to know of nearby bathrooms and cafes so that I can meet my bodily needs. [3]
- {2} As a student, I want to be able to invite my friends to use the app so that I can build a community. [1]

Sanity Check

As a team, we consistently overestimated the amount of work we could accomplish each sprint. In Sprint 1, we only managed to get a basic map app framework working, because we faced a lot of blockers relating to both learning swift and installing macOS onto VMs. For Sprints 2 and 3, we made progress, but we were often prioritizing more urgent work in other classes. Only in Sprint 4 did we accomplish what we expected to.

Product Backlog

- {3} As a moderator, I want to be able to promote or report markings on the map so that all information is as accurate as possible. [8]
- {2} As a guide, I want to be able to share a scavenger hunt of multiple destinations with route recommendations. [13]
- {4} As a collector, I want to track my progress through interesting achievements and badges so that I keep coming back to the app. [13]
- {2} As a reviewer, I want the app to keep track of the path that I took so that I can analyze the choices I made.
- {3} As an explorer, I want my path to be scored in a way that encourages exploration.
- {4} As a competitor, I want a leaderboard so that I can compete with my friends.
- {3} As a contributor, I want a karma system that rewards me for my contributions.