

Release Plan

Product Name: Local Intrusion Detection System (LIDS)
Team Name: SlugShield
Release Name: MVP Release – Local IDS Prototype
Release Date: 10/21/25
Revision #: 1.0 **Revision Date:** 120/1/25

High-Level Goals

Deliver a privacy-preserving, locally running Intrusion Detection System (IDS) that captures, analyzes, and visualizes network activity in real time.
Across four sprints, the release will:

- 1. Build the local IDS core that detects suspicious activity.
- 2. Provide an interactive dashboard for real-time alerts and statistics.
- 3. Enable configurable alert frequency and explanatory severity levels.
- 4. Optimize performance, accuracy, and user experience for stability.

User Stories Defining the Scope of the Release

Each user story includes a story-point estimate and is assigned to one sprint in the release cycle.

Sprint 1 – Core Local System and Logging

Priority	User Story ID	Description	Story Points
High	US1	As a user, I want the system to run locally on my computer so my data stays private and never leaves my device.	8

High	US2	As a user, I want the IDS to monitor network traffic in real time so it can detect suspicious activities as the system is running.	13
Medium	US3	As a user, I want to see the IDS printing to the console log or writing to a log output when suspicious activity is detected so I know the IDS is working.	3

Total Sprint 1 Effort: ≈ 24 story points

Sprint 2 – Dashboard and Real-Time Alerts

Priority	User Story ID	Description	Story Points
High	US4	As a user, I want to access the dashboard through my browser locally so there isn't a need for third party softwares	8
High	US5	As a user, I want a main overview that shows overall systems health so I can get status at a glance.	5
Medium	US6	As a user, I want to view alerts on a simple dashboard so	8

		I understand my system is safe.	
Medium	US7	As a user, I want to see real time alerts that were detected along with simple charts comparing the real time alerts that were detected to normal behavior traffic so I understand what is happening and how severe it is.	8

Total Sprint 2 Effort: ≈ 29 story points

Sprint 3 – Customization and Alert Explanations

Priority	User Story ID	Description	Story Points
High	US8	As a user, I want clear explanations for each alert so I can understand what triggered it and what it means.	8
High	US9	As a user, I want to adjust the threshold for how frequently I receive suspicious alerts so I can	5

		manage notification frequency.	
Medium	US10	As a user, I want to pause and resume monitoring from the dashboard so I can control when analysis runs..	6
High	US11	As a user, I want to receive email notifications whenever an alert is detected so I can be notified when I am not near the computer	8

Total Sprint 3 Effort: ≈ 27 story points

Sprint 4 – Optimization and Final Refinement

Priority	User Story ID	Description	Story Points
High	US12	As a user, I want a more aesthetic webpage so that it will be easy to follow.	5
High	US13	As a user, I would like to see accurate metrics being reported so I understand the graphs.	5
Medium	US14	As a user, I want to receive email	4

		notifications whenever an alert is detected so I can be notified when I am not near the computer.	
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Total Sprint 4 Effort: \approx 14 story points

Sanity Check

- **Total Story Points:** \approx 94
- **Capacity:** \approx 23.5 points per sprint (4-person team) \rightarrow feasible with minor buffer each cycle.
- **Balance:** Workload distributed evenly; each sprint adds a layer of functionality and stability.
- **Risk Coverage:** Early spikes and infrastructure allow technical exploration before UI and optimization phases.

Product Backlog

Deferred for future releases (Version 2.0 and beyond):

- Machine-learning traffic classification.
- Cloud synchronization (optional).
- Multi-device monitoring and alert sharing.
- CI/CD automation and deployment pipeline.

These items can be reprioritized once the MVP is stable and functional.

Last Modified: October 18, 2025 **Adapted from CMPS/CSE 115a Release Plan Template**