Project Release Plan

SquadUp
July 2nd, 2018

Team members:

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Question

– Have you ever wanted to play a sport and show up to a park to find no one there?
– Are you new to a city and want to find a park to play at?
– Do you have no friends and want to find a group of people to play with?

High level goal

– Our goal is to create a social platform for people who are interested in playing sports with one another.

– This means having features that allow users to select a sports category and find nearby parks with a brief description.

– For those who created an account, you have the ability to create events, form group, and more!

Project Release Plan – User Stories

Sprint 1

User Story	Priority	Story Points
As a guest, I want to select a sports category so that I can be matched with people who have similar interests.	1	3
As a guest, I want to search for parks in my area so that I can find a park to go to.	1	3
As a guest, I want to be able to create an account, so that I can have the privilege that account holders could enjoy.	1	5

Sprint 2

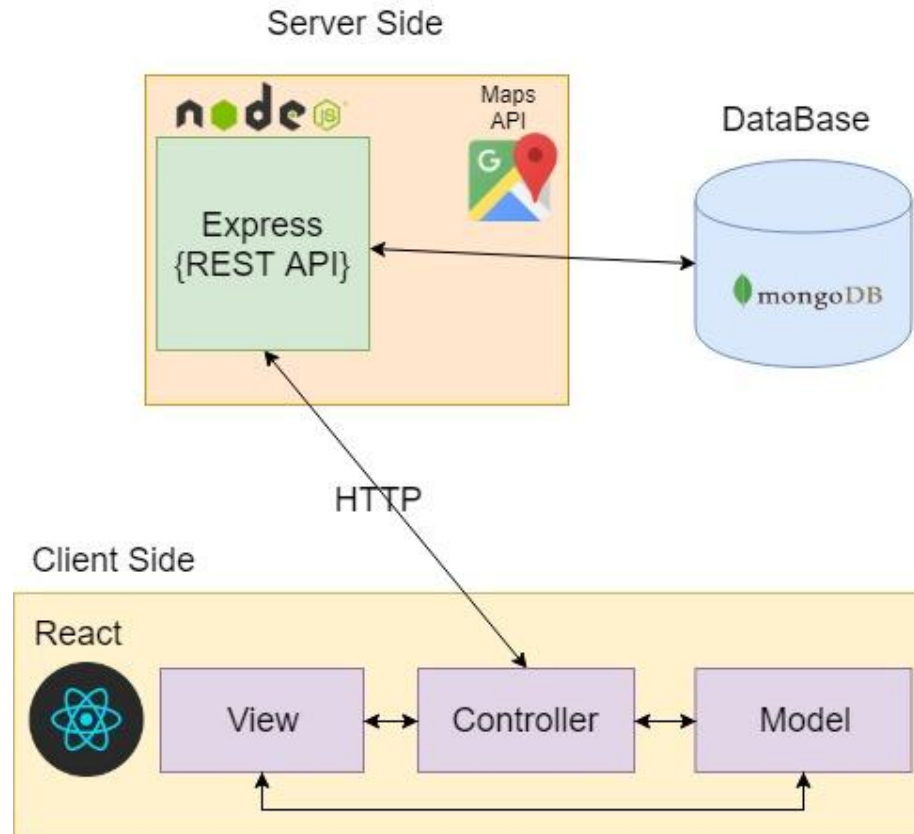| User Story	Priority	Story Points
As an account holder, I want to create groups/events so that people can decide to join.	1	5
As an account holder I want to edit my group/event so that I can update my event/group with new info.	1	2
As an account holder I want to message other users so that we can communicate.	1	8

Sprint 3

User Story	Priority	Story Points
As a guest, I want to know the number of people at the park so that I know if it is crowded or not.	2	5
As a guest, I want to view the park description so that I know what kind of players and atmosphere the park has.	2	2
As an account holder, I want to endorse other users so that the community knows their reputation.	2	5

Project Release Plan – Architecture

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Challenge/Risk:

- Design complexity of features we want to have
- Some experience with web development
- Learning new technologies
- Making sure all team members are coordinated in efforts
- Team members have different programming experiences
- Possible scheduling conflicts
- Only have 5 weeks, small amount of sprints

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Technology 1: Javascript, HTML, CSS, Node.js

Technology 2: Express, React, jQuery, Bcrypt, Passport, Google Places API, MongoDB

Technology 3: Github, Sublime Text, Slack, Google Drive