

Project Release Plan

Maid of Fire *CoolConnect*

- Kevin Gray - *product owner*
- Gabe Yanovsky - *ScrumMaster for Sprint 1*
- Eric Kaneshige
- Andy Guttman
- Alex Krishnan

Project Release Plan

CoolConnect

- A Peer-to-Peer chat app, that functions without any internet infrastructure
- Creates a mesh network using Wi-Fi Direct that allows chats to occur over greater distances than a single peer-to-peer wireless connection

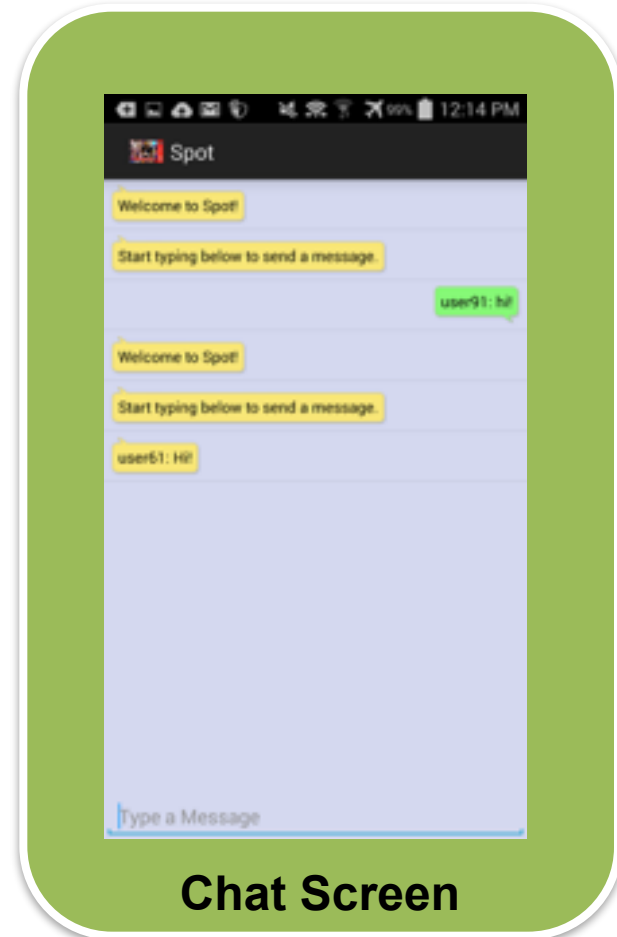
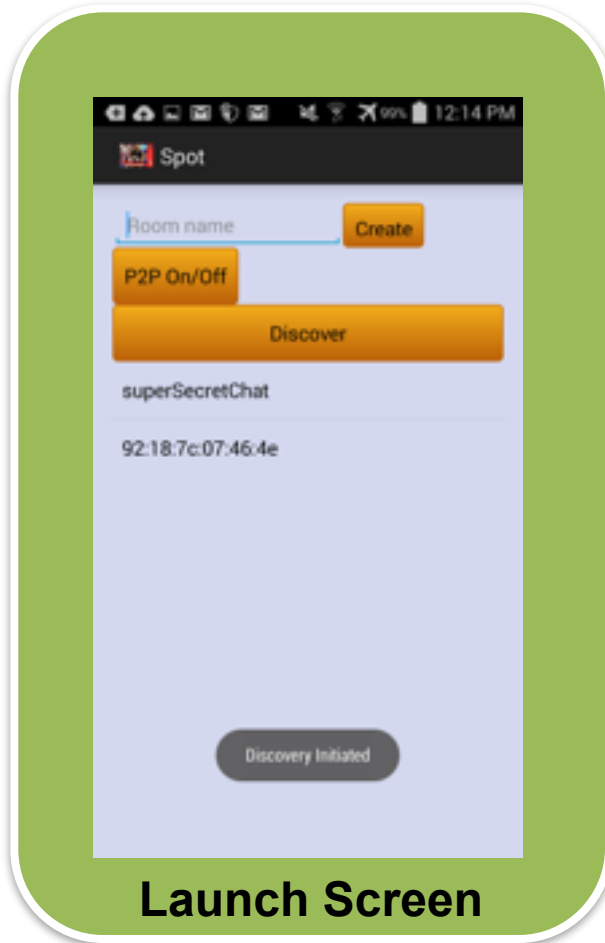
Project Release Plan

Starting Point

- We are working off of a 115 project from last year, but it's pretty rough right now
- Clunky peer-to-peer (non-mesh) chat is supported
- TONS of bugs

Project Release Plan

Starting Point



Project Release Plan

User Stories

Create a Public Chat:

- As a User, I want to:
 - Make a chat channel
 - Join an existing chat channel

Searching:

- As a User,
 - I want to find specific chats quickly
 - I want to find specific people quickly

Mesh Networking:

- As a User,
 - I don't want a chat to be lost when the creator leaves
 - I want chats to have the largest possible range

Privacy:

- As a User looking for privacy,
 - I want to be able to create a chatroom that can only be joined with the correct password
 - I want to make a chat channel that can only be joined by invitation
 - I want my messages to be encrypted to avoid snooping
 - I want to selectively hide my username while chatting

Connectivity:

- As a User,
 - I want to connect with other users over Bluetooth
 - I want to connect with other users over WiFi for better range and throughput, and reliability

Discovery:

- As a User,
 - I want quick access to my friends if they are nearby
 - I want to find other users near me

Moderation:

- As the creator of a chat
 - I want to control who can send invites to my chat
- As a moderator of a chat
 - I want to be able to remove people from a chat

Communication:

- As a user,
 - I want to send text messages to other users in the chat
 - I want to send pictures and multimedia to other users in a chat