Release Plan
UCSC Parking App

Team: Brain Swans
Release 1 (10/05/15 - 11/25/15)
Revision 1 (10/12/15)

High Level Goals:

Sprint 1

- 12 story points - As a Developer, I need to get more information about sensors so that we understand the constraints our project is under.
- 26 story points - As a Developer, I need to set up a database to store information about available parking spaces.
- 33 story points - As a Developer, I need to create an intuitive Android UI to efficiently display the available parking spaces to the user.
- 3 story points - As a UI developer, I need to create documentation to make the implementation process more clear.

Sprint 2

- 16 story points - As a User, I need to retrieve information from the mobile application so I can view the available parking spots.
- 20 story points - As a Developer, I need to know which sensor or simulation of a sensor we will be using.
- 24 story points - As a User, I need the sensors to relay parking information to the database in real-time.
- 4 story points - As a Developer, I need to fetch data from the database so the Android application can be updated in real-time.
- 4 story points - As a user, I must be able to read a user manual of the UCSC Parking app.

Sprint 3

- 18 story points - As a tester, I need to be able to do software builds and run regression tests.
- 5 story points - As a UCSC Student, I need to be able to find open parking spaces through the mobile app so I can park my car and go to class.

Backlog

- Look into porting app into other platforms