UniMeet

Release Plan

UniMeet Team

1. **High level goals**
   - 1.1. Sign up with a @ucsc.edu email
   - 1.2. Develop a user profile
   - 1.3. Login into an account
   - 1.4. Create an activity
   - 1.5. Match an activity
   - 1.6. Join an activity
   - 1.7. Develop an activity profile
2. **User stories for release**
   - **2.1. Sprint 1**
     - 2.1.1. As a user, I want to be able to register to the platform so that I can join the platform. **(13)**
     - 2.1.2. As a product owner, I want to have a login page so that Users can access their accounts. **(8)**
     - 2.1.3. As a database engineer, I need a database design for each page so that I know what kind of database I need to implement. **(8)**
     - 2.1.4. As a product owner, I want our team to be familiar with the technologies that we're using so that we can start developing our project. **(5)**
     - 2.1.5. As a product owner, I want wireframes for all pages of the app, so that I have an idea of what the product is going to look like and of how to organize the work. **(3)**
   - **2.2. Sprint 2**
     - 2.2.1. As a user I want to be able to join an activity so that I can use the app to find groups. **(13)**
     - 2.2.2. As a user I want to have a profile so that activity owners can see if they want me in their activity. **(8)**
     - 2.2.3. As a user I want to visit the home page so that I know what website I'm on. **(8)**
     - 2.2.4. As a user I want to be able to add a new activity so that I can I can use the app to find people. **(8)**
     - 2.2.5. As a user I want to be able to like/dislike activity so that I can find activities that I am interested in. **(8)**
     - 2.2.6. As a user I want to have my email connected so that I can control my account. **(5)**
     - 2.2.7. As a user I want to view an activity profile so that I can see if I would want to join the activity. **(3)**

2.3. **Sprint 3**

    2.3.1.   As a user, I want an activity queue so that I can find my potential matches. **(13)**

    2.3.2.   As a activity owner, I want a user queue so that I can find my potential matches. **(13)**

    2.3.3.   As a user I want a notification center so that I know when I get a match. **(8)**

    2.3.4.   As a product owner, I want the user experience to be more engaging so that the user has a positive impression of the app. **(8)**

    2.3.5.   As a user I want to be able to join an activity so that I can use the app to find groups. **(5)**

    2.3.6.   As a an activity owner, I want to be able to edit my activity so that I can control my activity. **(5)**

    2.3.7.   As a product owner, I want unit testing so that I know if my app has any bugs. **(3)**

3. **Product Backlog**

There are no stories to add to the backlog because we were able to complete all our high level user level goals.