

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 database engineer, I need a database design for each page so that I know what kind of database I need to implement.
- 2.1.2. 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.
- 2.1.3. 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.
- 2.1.4. As a user, I want to be able to register to the platform so that I can join the platform.
- 2.1.5. As a product owner, I want to have a login page so that Users can access their accounts.

2.2. Sprint 2

- 2.2.1. As a user I want to have my email connected so that I can control my account.
- 2.2.2. As a user I want to be able to add a new activity so that I can use the app to find people.
- 2.2.3. As a user I want to be able to like/dislike activity so that I can find activities that I am interested in.
- 2.2.4. As a user I want to be able to join an activity so that I can use the app to find groups
- 2.2.5. As a user I want to visit the home page so that I know what website I'm on.
- 2.2.6. As a user I want to view an activity profile so that I can see if I would want to join the activity.
- 2.2.7. As a user I want to have a profile so that activity owners can see if they want me in their activity.

2.3. Sprint 3

- 2.3.1. As a user, I want an activity queue so that I can find my potential matches.
- 2.3.2. As a activity owner, I want a user queue so that I can find my potential matches.
- 2.3.3. As a user I want to be able to join an activity so that I can use the app to find groups.
- 2.3.4. As a user I want a notification center so that I know when I get a match.
- 2.3.5. As a product owner, I want unit testing so that I know if my app has any bugs.
- 2.3.6. As a an activity owner, I want to be able to edit my activity so that I can control my activity.
- 2.3.7. As a product owner, I want the user experience to be more engaging so that the user has a positive impression of the app.

3. Product Backlog