

SlugPath

Team Slugstras

Release Name: SlugPath Beta

Release Date: 03/22/18

Revision 1.1

01/17/18

High Level Goals:

- Be able to represent graph data as a readable file
- Be able to organize key locations at UC Santa Cruz
- Be able to collect distances and time between two locations
- Be able to have a visual representation if user is going the right direction
- Be able to find all nearby attractions at one location
- Be able to organize product user experience layout
- Make the product visually appealing
- Create an About page
- Community submits additional known paths

User Stories for Release:

- Sprint 1:
 - (21 Points) As a Team, we need to figure out how to represent data so that our "Slugstra" Algorithm can run efficiently.
 - (13 Points) As a Data Collector, I need to organize the UC Santa Cruz Map so that the program can run efficiently.
 - (13 Points) As a Data Collector, I need to collect distances and times between locations so that the program can run efficiently.
- Sprint 2:
 - (5 Points) As an HTML Developer, I need to organize the website so that I can provide a better user experience.
 - (5 Points) As a CSS Developer, I need to beautify the website so that I can provide a better user experience.
 - (3 Points) As a User, I want to have a visual representation if I am heading the right direction so that I don't get lost.
- Sprint 3:
 - (13 Points) As a User, I want to create my own path so that I can enhance SlugPath more efficiently.
 - (1 Point) As a Developer, I need to create an About page so that I can publicize the team.

Product Backlog:

- Be able to keep the site up and running for everyone to see
- Be able to keep updating the program data after class ends
- Be able to edit graph data on represented format via algorithm
- Be able to track current user location
- Be able to map “forest” paths

Project Presentation:

- SlugPath/Documentation/Release Plan Presentation.ppt