SlugPath

Team Slugstras
Release Name: SlugPath Beta
Release Date: 03/22/18
Revision 1.3
02/21/2018

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 javascript developer, I need to develop the shortest path algorithm so that we can display the shortest path on a visualized map.
  - (13 Points) As a Data Manager, I want node and edge data so that I can organize our data efficiently.
  - (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 2:
  - (5 Points) As a developer, I need to sort by nearby attractions so that the users can see nearby attractions.
  - (1 Point) As a Developer, I need to create an About page so that I can publicize the team.
- Sprint 3:
  - (13 Points) As a User, I want to create my own path so that I can enhance SlugPath more efficiently.
  - (13 Points) As a UX developer, I need to beautify the website so that I can provide a better user experience.

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 accept community path responses.

Project Presentation:
- SlugPath/Documentation/ReleasePlanPresentation.ppt