

Project Release Plan

[University Token]
[1/18/2018]

Sponsored by [company/organization/group] (if applicable)

Contact from company/organization (if applicable)

Team name

Team Members:

Andrew Boyadjiev (Product Owner)

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Project Release Plan

[University Token]

- An opportunity for Universities and students to Engage in online commerce without the expenses of other services. A currency and coinciding marketplace geared towards the unique needs of students and staff.

High Level Goals

- Create a website with user accounts
- Create a cryptocurrency
- User profile details (wallet)
- Be able to make transactions between users (buy, sell, transfer)
- White paper (shows technical aspects, “vision”)
- Marketplace for buying and selling goods and sfw services

Project Release Plan – User Stories

[Company Name/University Token]

Sprint 1 user stories each labeled with assoc. high-level goal

Sprint 2 user stories each labeled with assoc. high-level goal

Sprint 3 user stories each labeled with assoc. high-level goal

(use several slides as necessary)

Sprint 1 User Stories

- As a user, want to be able to visit the ICO website so that I can have access to UniToken(2)

HL Goal: Create a website with user accounts

- As a user, I want to have a personal wallet so I store UniTokens. (3)

HL Goal: User profile details (wallet)

- As a user, I want to be able to create an account so that I can use the product. (5)

HL Goal: Create a website with user accounts

Sprint 2 User Stories

- As a user, I want to be able to exchange currency for goods and services so that my cryptocurrency actually has a purpose. (5)

HL Goal: Marketplace for buying and selling goods and sfw services

- As a user, I want to be able to make safe transactions with other users so I know my coin is secure and can only be accessed by me. (13)

HL Goal: Be able to make transactions between users (buy, sell, transfer)

Sprint 3 User Stories

- As an investor, I want to be able to see the specifications of the currency so that I can see the progress of the project and what the goals of the end product will be. (5)

HL Goal: White paper (shows technical aspects, “vision”)

- As a user, I want a good looking/credible website so that it's user friendly and the functions are accessible. (13)

HL Goal: Create a website with user accounts

- As a university, I don't want redundant transaction fees so that I can avoid real life fees and justify my financial involvement (13)

HL Goal:

Project Release Plan – Architecture

[Company Name/University Token]

[Describe in words or, better, with a **diagram** the overall structure/major components of your planned product.]

[Project Title]

Challenge/Risk 1 e.g. complex feature set

Challenge/Risk 2 e.g. unfamiliar technology

Challenge/Risk 3 e.g. new/immature technology

...

(use several slides as necessary)

[Project Title]

Technology 1 e.g. programming language(s)

Technology 2 e.g. web framework

Technology 3 e.g. development environment

...

(use several slides as necessary)