

Release Plan

University Token

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

User Stories

Sprint 1

- As a user want to be able to visit the ICO website (2)
- As a user, I want to have a personal wallet so I store UniTokens. (3)
- As a user, I want to be able to create an account so that I can use the product. (5)

Sprint 2

- As a user, I want to be able to exchange currency for goods and services so that my cryptocurrency actually has a purpose. (5)
- 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)
- Adding more to website
- Starting internal coin distribution

Sprint 3

- 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)
- As a user, I want a good looking/credible website so that it's user friendly and the functions are accessible. (13)
- As a university, I don't want redundant transaction fees so that I can avoid real life fees and justify my financial involvement (13)

Product Backlog

Product Presentation

At the end of your team's release planning meeting, the team needs to turn in a release plan. This document needs to be typewritten (or the team needs to use a web-based agile planning tool and provide the TA access to the tool to view the project) and have the following elements:

- **Heading:** Document name ("Release Plan"), product name, team name, release name, release date, revision number & revision date.
- **High level goals:** A description of the top-level goals for the release. Examples include, for a game: "Be able to play one complete level (but with limitations xx, yy, & zz)," "Have all controller capabilities implemented," "Be able to create levels using a level design tool;" These high-level goals may map to a single user story, but more typically will map to multiple user stories. The release functionality that is required by CMPS 115 (prototype testing, continuous integration, and website) must be listed as high level goals in this section of the document. High level goals must be listed in priority order, from highest (top) to lowest (bottom).
- **User stories for release:** A listing of all the user stories that are needed to implement the high level goals. Each user story must have a story point time estimate. Each user story must be assigned to a Sprint, and within each Sprint, listed in priority order from highest (top) to lowest (bottom). Recall that there are 3 Sprints in this class. Each high level goal should have one or more user stories associated with it. User stories that do not correspond to a high level goal, or a high level goal that has no associated user story, are both indications of a lack of project specification.

Recall that a user story should take the form, "As a {user role}, I want {goal} [so that {reason}]". A user story should fit on an index card, and meet the "INVEST" criteria (independent, negotiable, valuable, estimatable, sized appropriately, and testable).

The complete list of user stories will take the form of:

- Sprint 1
 - (story points) User story 1 (highest priority for Sprint 1)*
 - (story points) User story 2*
 - ...
 - (story points) User story N (lowest priority for Sprint 1, but might get bumped down into Sprint 2 if not implemented in Sprint 1)*
- Sprint 2
 - (story points) User story 1 (highest priority for Sprint 2)*
 - (story points) User story 2*
 - ...
 - (story points) User story N (lowest priority for Sprint 2, but might bump down to Sprint 3)*
- Sprint 3
 - (story points) User story 1 (highest priority for Sprint 3)*

(story points) User story 2

...

(story points) User story N (lowest priority for Sprint 3, and would be pushed into an independent study or another class if not implemented)

- **Product backlog:** A listing of all high level goals and user stories that were discussed in the release planning meeting, but which did not make it into the release. This can be used as a starting point for planning the next release as an independent study. If this section is empty, there should be an explanation for why this is the case.

- **Project presentation:** See the template for the initial presentation.