Release Plan
Lost & Found
Team Rocket
Release Name: Lost & Found v1.0
Release Date: 07/26/2018
Last Modified: 7/25/2018
Revision Number: 1.0

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;" or for the Osric system: "Be able to handle service requests for new and existing customers with access to requests by managers and technicians." 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)**

1. Be able to open the app and see a map of UCSC, with all of the pins on the map
2. Be able to navigate through the map (scanning, scrolling, zooming) in order to view all of the pins
3. Be able to store the information associated with every pin in a database that can be used to populate the map
4. Be able to click on pins to obtain more information about the item
5. Be able to add a pin for a "Lost" item, including a description, contact information, picture, etc.
6. Be able to add a pin for a "Found" item, including a description, contact information, picture, etc.

User Stories

"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, estimable, sized appropriately, and testable)."

- ❖ SPRINT 1
    1. As a user who has lost an item, I want to access a separate web application specifically for lost and found items at UCSC, so that I only have to look/post in one place. [8 hours]

2. As a user who has found an item, I want to be able to submit information about an item I've found so that the owner of the item can tell it is theirs. [3 hours]
3. As a user who has lost an item, I want to be able to submit information about an item I've lost so that someone who finds that item can tell that it is mine. [0 SP] [0 hours]
4. As a user who has found an item, I want to be able to submit my contact information so that I can set up a time and place to return the item. [1 hour]
5. As a user who has lost an item, I want to be able to submit my contact information so that people who find my item can set up a time and place to return the item. [0 SP] [0 hours]
6. As a user, I want the web app to store user inputted information about lost and found items so that any user can view the items I've posted and so that I can view information submitted by other users. [20 hours[
7. As a user, I want the web app to display the campus map so I can mark exactly where I have lost or found an item. [5 hours]

- ❖ SPRINT 2
    1. As a person who has found an item, I want to create a pin on the campus map that represents the location of where I found the item so that other users can tell whether or not the lost item is theirs. [5 SP] [7 hours]
    2. As a person who has lost an item, I want to create a pin on the campus map that represents the location of where I lost the item so that users who find my item can tell that it is my item. [0 SP] [0 hours]
    3. As a user, I want the initial map to only show grouped pins representing various areas (that can be expanded to show all of the individual pins limited to that area) so that the view of the map at any time is less cluttered. [3 SP] [6 hours]
    4. As a user who has lost an item, I want to be able to zoom in on a cluster of pins and see the individual pins so that I can better visualize whether or not any of the nearby "Found" pins pertain to my lost item. [1 SP] [1 hours]
    5. As a user who zoomed in to view more specific pins, I want to be able to go back to the broader, default view [1 SP] [0.5 hours]
    6. As a user who logged in, I want to view my profile page, so that I can see meta information regarding my account [1 SP] [2 hours]
    7. As a user who logged in, I want to view my submission history in my profile page so that I can easily find all of the reports I've created. [2 SP] [3 hours]
    8. As a user who logged in, I want to have my account functions listed in a side drawer, so it is easy to access and doesn't take up useful screen space. [2SP][3 hr]
    9. As a person who has found a lost-and-found location, I want to create a pin on the campus map that represents the location of where I found a "Lost and Found" center so that other users can tell where the new lost-and-found is. [0 SP] [0 hours]
    10. As a user, I don't want to be able to scroll or zoom out of bounds, because I want the map to only display valid locations for submissions. [2 SP] [2 hours[
    11. As a user, I want only signed in users to be able to submit so that I don't have to deal with submissions from anonymous people abusing the submission system. [3 SP] [4 hours]

12. As a user, I want to disable scrolling with only the scroll wheel so that I don't zoom in or out accidentally. [1 SP] [2 hours]
13. As a user, I want to be able to click on markers and bring up information about that submission so that I don't have to go to the "List View" page. [3 SP] [4 hours]

❖ SPRINT 3

1. As a developer, I want to unit test my code to verify that it is working as expected. [2 SP] [2 hours]
2. As a user who has made a submission, I want to be able to delete my submission so that it doesn't show up when I no longer have the item. [3 SP] [4 hours]
3. As a user who has made a submission, I want to be able to edit this submission in the future so that I can change/add information. [8 SP] [10 hours]
4. As a user who has made a submission, I want to be able to click the new marker right away to bring up the info window associated with it so that I don't have to click refresh first. [1 SP] [1 hour]
5. As a user, I want the lost and found markers to look different so that I can distinguish between them on the map. [2 SP] [2 hours]
6. As a user, I want to be able to toggle lost/found markers on and off so that I can remove clutter and better visualize what I want to see. [3 SP] [4 hours]
7. As a user, I want to differentiate between my lost and found submissions in the sidebar so that there is no confusion when I look up my previous submissions. [2 SP] [2 hours]
8. As a user, I want to be able to click on one of my submissions in the sidebar and have the map pan to that submission so that I can quickly access previous submissions and better visualize their location. [3 SP] [4 hours]
9. As a user looking at the list view of the items, I want to be able to click the "Location" button and see where the item is on the map. [3 SP] [4 hours]
10. As a user who wants to input the date in my submission form, I want to select the date from a calendar so that I don't have to manually type it. [1 SP] [1 hours]
11. As a user who wants to input the time in my submission form, I want to select the time from a clock so that I don't have to manually type it. [1 SP] [1 hours]
12. As a user, I want it to be clear when I can submit an item so that I don't click submit and end up not submitting anything. [2 SP] [2 hours]
13. As a user, I want to know the character limit in the fields of the submission form so that I don't type too much. [1 SP] [1 hour]
14. As a user, I want to be able to see my own location relative to locations around me so I may have an easier time placing a marker for a lost/found item. [1 SP] [1 hour]
15. As a user who is not signed in, I don't want to profile related things to clutter up the interface. [1 SP] [1 hour]
16. As a user submitting a report, I want the form to automatically resize my uploaded picture if it's too large so that I don't have to manually do it. [3 SP] [5 hours]

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."

1. As a developer, I want to remind finders to hide certain information so that I can prevent   unscrupulous people from claiming items that are not theirs. [21 SP] [20 hours]
2. As an owner, I want to make a profit adding advertisements into revenue so that I make money. [21 SP] [15 hours]
3. As a person who has lost an item, I want the app to display the walking path to the various lost and found centers on the map so that they can check whether or not their item has been turned in. [13 SP] [16 hours]
4. As a person who has lost or found an item, I want the app to have live chat functionality so that I can easily communicate with others for the return of an item. [20 SP] [15 hours]
5. As a mobile user, I want a mobile app so that I don't have to deal with the interface problems when accessing the web app through a web browser on my phone. [34 SP] [100 hours]