Release Plan

Lost & Found
Team Rocket

Release Name: Lost & Found v1

Release Date: 07/26/2018

Version Number: 1.6

Last Revised: 07/08/2018

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)**Be able to open the app and see a map of UCSC, with all of the pins on the map

1. Be able to navigate through the map (scanning, scrolling, zooming) in order to view all of the pins
2. Be able to store the information associated with every pin in a database that can be used to populate the map
3. Be able to click on pins to obtain more information about the item
4. Be able to add a pin for a "Lost" item, including a description, contact information, picture, etc.
5. 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
    - ○ As a user who has lost an item, I want a separate web application specifically for lost and found items at UCSC, so that I only have to look/post in one place. [5 SP] [8 hours]
    - ○ 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 SP] [2 hours]
    - ○ 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]
    - ○ 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 SP] [1 hour]
    - ○ 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]
    - ○ 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. [13 SP] [20 hours]
    - ○ 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. [3 SP] [5 hours]
- ❖ SPRINT 2
    - ➢ 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. [3 SP] [5 hours]
    - ➢ 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]
    - ➢ As a developer, 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] [5 hours]

- ➢ As a person who has lost an item, I want to be able to zoom in on certain areas of the map so that I can better visualize whether or not any of the nearby "Found" pins pertain to my lost item. [1 SP] [2 hours]
- ❖ SPRINT 3
  - ➢ As a developer, I want to add an expiration date to every lost or found pin because I don't want old pins to clutter the map. [3 SP] [3 hours]
  - ➢ As a person looking for a lost item, I want to be able to toggle the lost pins off so the map is less cluttered and I can better view what items others have found. [2 SP] [2 hours]
  - ➢ As someone who has lost an item, I want to be able to search the found items by certain tags (filter out irrelevant results) so I can easily tell if my lost item has been found. [3 SP] [3 hours]
  - ➢ As a person who has lost an item, I want to be able to post a general lost request without a location pin because I might not remember where I lost the item. [1 SP] [1 hour]
  - ➢ As a user of the web app, I want to be able to create an account to receive notifications and save my contact information. [5 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 an owner, I want to remind finders to hide certain information so that I can prevent unscrupulous people from claiming items that are not theirs. |1 SP| |1 hour|
2. As an owner I want to make a profit adding advertisements into revenue so that I make money. |20 SP| |10-20 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] [16.2 hours]