

## **Release Plan 1.0 -- Clothr 1.0 last edited 10/9/17**

Release Date: December 6

### High level goals:

- 1) To create an app that has cards of clothes. You can swipe the cards left or right, you swipe right to like the article of clothing and it will save on a list, which will allow you to purchase it. If you swipe left you don't like the article of clothing and it goes away.
- 2) To have different filters to allow clothes specific to the user

### User Stories:

#### Sprint 1 - :

As a developer, I want to familiarize myself with Xcode and swift language so that I can help develop the app

As a developer, I want to familiarize myself with Google's firebase database and Amazon's API so that I can learn how to connect different APIs to our app

As a developer, I want to familiarize myself with Amazon's relational database

#### Sprint 2 - User Interface:

As a user, I want to be shown a picture of clothing on the main page so that I could decide whether or not to save or discard it.

As a user, I want to be able use swiping features similar to that of tinder and swipe left to save the images of the clothes I like, and swipe right to discard the images of clothes I do not like so that I can revisit the image that I liked.

As a user, I want to be able to view the saved images of the clothing I swiped left on in another page so that I can buy them later.

#### Sprint 3 - Integrating APIs:

As a user, I want to be able to access clothing from the Amazon's clothing selection so that I can see a larger selection of clothing and be able to buy it.

As a user, I want to be able to see the details of the current piece of clothing in another page when I tap on it so that I could be sure of the clothing I want to save.

#### Sprint 4 - Client/Server Model and Database:

As a user, I want to be shown a login page so that I can log in to the app and see my own list of saved clothing items.