**Release Plan Template – CSE 115a** – **Software Engineering**

The team needs to capture the result of their release planning meeting in a document with the structure outlined below. This document (as well as other project documents should be made accessible to the team’s TA (e.g., via shared Google docs or drive).

There is no further submission process. All project documents are created for the benefit of your project and team, not the entertainment of the teaching staff.

You may in addition use web-based agile tools if you so choose.

• **Heading:** Document name ("Release Plan"), product name, team name, release name, release date, revision number & revision date.

* Product Name: FeelWell
* Product Name: Team Name: FeelWell Team
* Release Name:World of FeelWell (WOF)
* Release Date: Jul 23, 2024
* Revision Number: 0
* Revision Date: Jun 30, 2024

• **High level goals:** A description of the top-level goals for the release. Examples include, "Have all controller capabilities implemented," "Be able to create levels using a level

for a game: "Be able to play one complete level (but with limitations xx, yy, & zz)," 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.

* Participate in a healthy RPG game that encourages good habits through task management and affirmative words
* Connect via website that is designed for mobile use
* Be able to compete with other people in a public leaderboard.
  + Have local leaderboard options?
* Use location services and/or use a smart watch for accountability

• **User stories defining the scope of the release:** A listing of all the user stories that are needed to implement the high-level goals. Each user story must have a level of effort estimate in story points. Each user story must be sized to fit within a single sprint. Each user story must be assigned to one of the sprints within the development period (usually 4 two-week sprints in a quarter-length course; 3 one-week sprints in a five week summer course).

Either list the user stories in priority order within each sprint or indicate the priority of each user story explicitly.

Recall that a user story should take the form, "As a {user role}, Iwant {goal} [so that {reason}]". User stories should meet the "INVEST" criteria (independent, negotiable, valuable, estimable, sized appropriately, and testable).

It is a good idea to identify each user story by a unique label that allows the user story to be referenced across different tools and documents.

* {2}As a player, I want to be able to insert tasks within my schedule to gamify my habits within my weekly schedule [5]
* {3}As a player, I want to have daily/weekly “quests” that I can work towards if I choose to. [2]
* {1}As a player, I want to be able to log in to my account in order to save my progress. [13]
* {6}As a player, I want to be able to use location services and be held accountable for my tasks so that I would be encouraged to continue practicing healthy habits. [8]
* {8}As a player, I want the website to be able to keep track my app usage and hold me accountable. [21]
* {5}As a player, I want to be able to compete in a global leaderboard so I can satisfy my competitive desires. [8]
* {4}As a player, I want to have an editable profile that is visible to other users displaying my accomplishments (badges?) [8]
* {7}As a player, I want to be able to connect my fitbit in order to hold myself more accountable [13]
* {1.5} As a player I want to be able to access each feature in a homescreen [2]

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

Budget: 26 Story Points

o Sprint 1

* {1}As a player, I want to be able to log in to my account in order to save my progress. [13]
  + Login screen
  + Working with Database
* {1.5} As a player I want to be able to access each feature in a homescreen [2]
  + User Interface
* {2}As a player, I want to be able to insert tasks within my schedule to gamify my habits within my weekly schedule [5]
  + User Interface
  + Saving Progress
* {3}As a player, I want to have daily/weekly “quests” that I can work towards if I choose to. [2]
  + User Interface
  + Accountability

o Sprint 2

* {4}As a player, I want to have an editable profile that is visible to other users displaying my accomplishments (badges?) [8]
  + Art assets
  + Database Access
  + User Interface
* {5}As a player, I want to be able to compete in a global leaderboard so I can satisfy my competitive desires. [8]
* {6}As a player, I want to be able to use location services and be held accountable for my tasks so that I would be encouraged to continue practicing healthy habits. [8]

o Sprint 3

* {7}As a player, I want to be able to connect my fitbit in order to hold myself more accountable [13]
* {8}As a player, I want the website to be able to keep track my app usage and hold me accountable. [21]

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o *…* and so on for subsequent sprints.

Note: “User story x.y” is a “meta name”; use some more descriptive label instead.

• **Sanity check your release plan.**

Is the plan within the team’s capacity? Given what you know about your team’s capabilities at this point, is the the total amount of work doable (add up the story points for all user stories and compare with the team’s capacity).

Is the work distribution across sprints reasonable? Did you allow for time spent on infrastructure tasks and spikes? Holidays? Midterms?

• **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 at this point. User story priorities may change in the course of the project and therefore the PO may decide to downgrade some user stories currently in the release plan and promote some user stories currently in the backlog. The release plan and product backlog should be revisited and updated after each sprint.

The product backlog remaining at the end of the last sprint can serve as the starting point for a subsequent release.

**Initial Presentation:** The release plan will be the basis for your team’s initial presentation.