

Document Name: Release Plan
Product Name: Restaurant Ordering System
Team Name: Restaurant Ordering System
Release Data: TBD
Revision: 0.2 - November 20, 2023

High level goals:

- Implement a menu display item selection, and a running tab for customers
- Allow the master system to add, edit, and delete items
- Provide features for the master system to set item names, descriptions, prices, categories, and availability status.

Sprint 1:

User story: *As an admin, I want to add, edit, and delete menu items [so that I can manage the menu].*

User story: *As a customer, I want to view the menu [so that I can place orders].*

User story: *As a customer, I want to add/remove items to/from my cart [so that I can create an order].*

User story: *As a customer, I want to look at intuitive user interface*

Sprint 2: (in person - pickup only)

User story: *As an admin, I want to manage table assignments [so that I can control table occupancy].*

User story: *As a customer, I want to customize items in my cart [so that I can personalize my order].*

User story: *As an admin, I want to view incoming orders [so that I can prepare them efficiently].*

User story: *As an admin, I want to confirm customer orders [so that I can ensure order*

User story: *As an admin, I want to view the status of customers' order [so that I can track its progress].*

User story: *As an admin, I want to mark items as prepared [so that I can ensure timely service].*

Sprint 3: (online)

User story: *As a customer, I want to be able to submit orders online, and receive periodic updates.*

User story: *As a customer, I want to have the option of making an account that allows the ordering process to be more streamlined.*

Sprint 4: (past mvp)

User story: *As an admin, I want to be able to see analytics regarding sales, popular menu items, and any trends.*

User story: *As a customer, I want to be able to keep track of my previous orders.*

User story: *As an admin, I want to be able to schedule and manage deliveries customers may order online.*

Sanity Check:

- The plan is within the team's capacity based on their capabilities.
- Work distribution across sprints is reasonable and accounts for potential infrastructure tasks, spikes, and holidays.

Product Backlogging:

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.