

Template: <https://drive.google.com/file/d/1nz3dsIcrQ0MXK7j73IV6bllbLq9llcZw/view>

Sprint plan template:

<https://drive.google.com/file/d/1nMUD5rQnLaPcJS1O2J3DY3U7D3w0wHr4/view>

**Release Plan; Receipt Mobile App; Team Awesome Receipt App; V0.1, 4/8/24,
Rev#1; 4/8/24**

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.

Have a user take a picture of a receipt and receive the amount split accordingly.

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}, I want {goal} [so that {reason}]" User stories should meet the "INVEST" criteria (independent, negotiable, valuable, estimatable, 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.

"As a user, I want to pick who is paying for which items so that it is easier to divide costs". [50]

"As a user, I want to send the correct amount of money to the person paying." [50]

"As a user, I want to be able to take a picture of a receipt and have the text recognized"[95]

“As a user, I want to be able to select a picture of a receipt on my phone and have the text recognized”[95]

“As a user, I want to send a venmo request to each person on my list”[30]

“As a user, I want to create and save people names for assigning receipt costs”[40]

“As a user, I want the app to work quickly” [20]

“As a user I want the app to be able to read receipts of varying quality because sometimes they get crinkled”[70]

“As a user, I want to know if the app misread my receipt because I need it to be accurate” [50]

“As a User, I want the application to process pictures quickly” [50]

“As a user, I want to be able to have high accuracy when scanning receipts[65]”

“As a user, I want an app because it grants me convenience”

Organized User Stories:

- Sprint 1 4/10:
 - “As a user, I want to be able to take a picture of a receipt and have the text recognized”[8]
 - “As a user, I want to have an interface for using the app” [21]
 - “As a user, I want to be able to select a picture of a receipt on my phone and have the text recognized”[13]
 - “As a User, I want the application to process pictures quickly” [8]
- Sprint 2 4/24:
 - “As a user, I want the app to recognize receipts from different stores”[8]
 - “As a user, I want to be able to have high accuracy when scanning receipts[13]”
 - “As a user, I want to assign different people lines on a receipt.”[5]
 - “As a user, I want to create and save people names for assigning receipt costs”[5]
 - “As a User, I want the application to process pictures quickly” [13]
- Sprint 3 5/8:
 - “As a user, I want to have an account to keep track of the purchase histories”[5]
 - “As a user, I want to have a login page”[8]
 - “As a shopper, I want to be able to send a venmo request based on the receipt so I don’t have to remember how the receipt got divided” [13]
- Sprint 4 5/22:
 - “As a user, I would like to have the app be really efficient”[5]
 - “As a user, I want a handsome user interface” [13]
 - “As a user, I want an optimized app so that I don’t have to wait too long”[21]

Sanity Check:

Team Capacity: 65

Sprint 1:

-Points: 23

Sprint 2:

-Points: 44

Sprint 3:

-Points: 26

Sprint 4:

-Points: 39