Team Members:
Juan D. Cardozo
Haris Hanif
Andy Wong
Alina Syrtsova

Release Plan:
Product Name: iTradeU
Team Name: Trade Minions
Release Name: Alpha
Release Date: 11/23/16
Revision Number: 2
Revision Date: 11/22/16

High Level Goals:
- Allow people to post items to trade.
- Have a one page responsive UI, that works cross-platform.
- Have an algorithm match items to be exchanged.
- Facilitate users exchanging their items.
- Prevent scammers from abusing the system.

User stories for release:
Sprint 1:
(10 story points) As a user, I want to be able to sign in with Google or Facebook account, so that I can access the website.
(10 story points): As a user, I want to have an intuitive UI where things are minimalist and easy to use.
Sprint 2:
(12 story points) As a user, I want to be able to post items on the website.
(9 story points) As a user, I want to be able to share this site with social media.
Sprint 3:
(9 story points) As a user, I want to be able to interact with the website.
(7 story points) As a user, I want to be able to match items with others.

Product backlog:
Having the service live online, and having live users to collect data from.

Project presentation:
See powerpoint.