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Release Plan: Vroom 1.0 (Release Date: 3/12/2017) (Revision 1: 10/10/2017)

High Level Goals:

- Provide drivers with a functional, intuitive app that delivers useful information about maintenance, costs, and recommended tasks associated with their cars.
- Create an app that is not only functional, but has elegant design.
- Implement a backend that allows push notifications to inform users of vital, time-sensitive information.

User Stories for Release:

- Sprint 1
  - (13) As a user, I want a functional app that runs well on my phone and does not crash so that I can access information about my car.
  - (8) As a developer, I want to learn React Native so that I can build and deploy our app.
  - (3) As a developer, I want to learn Firebase so that I can implement a real-time database for our app.
  - (3) As a user I want a beautiful welcome to the app where I can add and nickname my car(s).
- Sprint 2:
  - (3) As a user, I want to specify my experience level so that I can get information that is most relevant to me.
  - (5) As a user I want to be able to track how much I spend on maintenance so I can determine the cost to own my car.
  - (13) As a user, I want to be able to see an upcoming calendar of events related to my car and its maintenance.
- Sprint 3:
  - (5) As a user I want to be able to see how my car works, so I fully understand what I'm doing when using my car.
  - (13) As a user I want to see nearby Gas Stations, EV Chargers, Parts Shops and Mechanics (with reviews) so that I never get stranded.
- Sprint 4:
  - (5) As a cost-conscious user, I want to track my miles per gallon so that I can make informed decisions about my driving.
  - (13) As a user, I want to see how much performance will improve if I modify some parts of my car.

Product Backlog:

- Currently no user stories in the product backlog, but we expect that as we develop the app we will both come up with more user stories (pushing lower-priority ones onto the backlog) and re-evaluate the user stories we already have (perhaps shifting priority and story points so that some stories enter the product backlog)