

# Release Plan - SlugDex

**Release Date: 11/29/22**

**Team Name: The Slug Surveyors**

**Current Revision: V1.0**

**Revision Date: 11/29/2022**

## High Level Goals:

1. Guide users to discover locations around campus
2. Allow users to view information about locations, based on if found
3. Show user progress and leaderboards to incentivize exploration
4. Update and add locations from a database
5. Store user profile and statistics in a database

## Stories:

Feature	Story	Points
Show the User on a Map	As a player, I want to see my live location on a map so that I can see how close I am to a target location.	7
Create Entry Data	As a player, I want to have entries that contain information about a location so that I can learn and discover facts about campus.	8
Display Entry Data	As a player, I want to see entries in a thoughtful way so that I can discover information about it.	9
Hint About Finding Entry	As a player, I want a picture or map-related hint so that I can more easily discover this entry.	12
Mark Discovered Locations	As a player, I want to mark locations as found so that I can view the entry corresponding to it and collect it.	11.5
Store User Progress and Locations Discovered	As a player, I want my progress saved so I can see which locations I have found and which I haven't.	10

Implement a Database with Firebase	As a player, even if I lose/break my device I still want to maintain my progress.	16
Create a Login/Account System	As a user, I would like an intuitive login system and interface as well a way to customize the app to my liking.	23
Show User Progress	As a player, I want to see my progress so that I can compete with other players and feel a gaming experience.	19
Implement Custom Art and finalize UI	As a user, I want an intuitive user interface that makes the app enjoyable to use.	17
User Profile	As a user, I would like a customizable profile to associate my progress with.	15

### Stories By Sprint:

- Sprint 1:
  - As a player, I want to see my live location on a map so that I can see how close I am to a target location
  - As a player, I want to have entries that contain information about a location so that I can learn and discover facts about campus
  - As a player, I want to see entries in a thoughtful way so that I can discover information about it.
- Sprint 2:
  - As a player, I want a picture or map-related hint so that I can more easily discover this entry.
  - As a player, I want to mark locations as found so that I can view the entry corresponding to it and collect it.
  - As a player, I want my progress saved so I can see which locations I have found and which I haven't.
- Sprint 3:
  - As a player, even if I lose/break my device I still want to maintain my progress.
  - As a user, I would like an intuitive login system and interface as well a way to customize the app to my liking.

- Sprint 4:
  - As a player, I want to see my progress so that I can compete with other players and feel a gaming experience.
  - As a user, I want an intuitive user interface that makes the app enjoyable to use.
  - As a user, I would like a customizable profile to associate my progress with.

## **Product Backlog:**

- Goals:
  - Increase the geographical scope to allow for generalized regions
  - Allow for collaboration between friends and groups
  - Give players the power to create and manage entries
- User Stories:
  - As a user, I want the ability to add my own entry so that the information in the app reflects the current state of the location
  - As a player, I want to see other players' locations on the map so that I know how busy a location is.
  - As a player, I would like a way to track how many entries are discovered in a row so that I can compare streaks with my friends.
  - As a player, I would like to see how much physical distance I've covered so that I can get an insight into the app's contribution to my fitness
  - As a user, I want to add other users as friends so that I may see information about their progress and if they're online