

foodgo Release 1.0 Acceptance Document

Product Name: foodgo

Team Name: team foodgo

Product Completion Date: 3/16/18

Revision Number: 1.0

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- **User Stories Completed (ALL):**

- Sprint 1
(8 Story points) As a developer, I want to spend time to learn our tech stack (React, Node, Express, MySQL).
- (3 Story points) As a user, I want to create a room to join and communicate. (Create a room for users to join).
- (5 Story points) As a user, I want an easy way to share my room (Generate a sharable code for users to enter room).
- (5 Story points) As a developer, I want to implement an interesting algorithm and logic (random selection generator).
- Sprint 2
(5 Story points) As a user, I want to be able to express my preferences and dislikes.
(8 Story points) As a developer, I want to utilize an effective API for better, accurate results.
(3 Story points) As a user, I want to be able to input my distance preference.
- Sprint 3
(5 story points) As a user, I want to be able to input my price preference. Take price range into account when generating selection
(8 story points) As a developer, I want to be able to use Yelp API to generate accurate suggestions.
(3 story points) As a user, I want the UI and UX of the web application to be clean and easy to use.
- Sprint 4
(8 story points) As a user, I want this app to also be mobile friendly so I can use it on the go
(3 story points) As a user, I want the app to start routing me to the restaurant I decide on

- **List of All Known Bugs and Restrictions**

- There are couple UI bugs in mobile-viewports where the web app is not optimized for certain devices, such as tablets, large phones (iPhone 8 Plus), etc.
- The web app does not handle error handling when user does not select two restaurants from search list in survey page flow.
- The web app allows creation of 1 person rooms.