

Release Plan
AnyBuy
The AnyBuy Team
Initial Release
Ver 0.1
Apr 12, 2018

====High level goals====

We are going to offer a service to make buying items made in foreign countries easier.

Create Android app.

The buyer can request items that they want no matter where they exist in the world.

The seller can then decide to either sell them the items or not.

====User Stories for release====

----Sprint 1----

As a programmer, learn how to create an Android app so that we can create an app to help people buy items across the globe.

As a programmer, learn SQL so that we can have a database.

As a programmer, have a server up and running so that the user will be able to post an ad.

----Sprint 2----

As a buyer, be able to post an order so that I can buy the items I want to buy.

As a seller, be able to view and accept buyer orders so that I can sell them the product.

As a user, be able to create an account so that I can store personal information.

----Sprint 3----

As a seller, be able to search orders, so I can sell my product.

----Sprint 4----

As a user, be able to store my payment information so that the user can buy/sell products.

As a user, be able to rate the other user I interacted with so that future users will know whether or not they should interact with that user.

====Product Backlog====

We included all we discussed so far in the meeting. If we got any new idea in the future, we will include it in next documentation.