Release Plan – Wag More 02.06.17 #2 Revision

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High level goals: Be able to construct a fully functional networking dating website. Functionalities include designing a virtual shop and paw-currency with which you can shop. Design a social forum for users to communicate between each other with posts, comments and likes(votes). Have all controller capabilities implemented(done). Pass all tests (done). Add more emojis, and fix location service bug(DONE).

User Stories:

SPRINT1:
- **Task 1:** Clean up and comment code (2 points) (Estimated Time: 3 hours)
- **Task 2:** Create the inbox (5 points) (Estimated Time: 7 hours)
- **Task 3:** Fix the layout to work on both mobile and desktop (5 points) (Estimated Time: 9 hours)
- **Task 4:** Click on logo to return to homepage on each page, view app on all browsers (1 point) (Estimated Time: 1 hours)
- Total for Sprint 1: 13 points, Around 20 hours

SPRINT2:
- **Task 1:** Layout for shop (3 points) (Estimated Time: 4 hours)
- **Task 2:** Create database for shop items (15 points) (Estimated Time:8 hours)
- **Task 3:** Create paw currency, database, increment (15 points) (Estimated Time: 10 hours)
- **Task 4:** Forum layout (2 point) (Estimated Time: 2 hours)
- **Task 5:** Forum features, voting, history of forum, adding to forum (8 points) (Estimated Time: 9- 10 hours)
- **Total for Sprint 2:** 43 points, Around 34 hours

SPRINT3:
- **Task 1:** Clean up and comment code (2 points) (Estimated Time: 3 hours) •
- **Task 2:** Brush up CSS (3 points) (Estimated Time: 7 hours) •
- **Task 3:** Fix all bugs (5 points) (Estimated Time: 10 hours)
- **Task 4:** Run in live(4 point) (Estimated Time: 5 hours)

- **Total for Sprint 3:** 14 points, Around 20 hours

PRODUCT BACKLOG:

Gifting items