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Release Plan

GeoBus 2.0

High Level Goals:

1.) Be able to extend and implement Geobus onto Santa Cruz Metro buses.
2.) Be able to set up servers (Amazon Web Services or our own?).
3.) Be able to program the hardware that sends GPS data to the server.
4.) Add the SCMTD buses to the app.

* Numbers in the brackets are Story points with hours as units

Sprint 1 (1/4/16 - 1/22/16):

1.) [1] Meet with Pat Mantey
    a.) **As developers, we want to meet with Pat Mantey to discuss funding for this project.**
2.) [3] Meet with SCMTD
    a.) **As developers, we want to meet with SCMTD to discuss cooperation.**
3.) [1] Order the Hardware
    a.) **As developers, we'll need to order the hardware necessary in order to track the buses.**
4.) [1] Get familiar with Git (Udacity or Coursera) and get everyone set up
    a.) **As developers, we'll all need to be familiar with Git in order to collaborate on the source code.**
5.) [3] Find out what will be better (AWS or our own server)
    a.) **As developers, we'll need to find out which servers we have access to or if getting an AWS subscription will be better for our project so that we can send our data to them.**
6.) [8] Set up servers
    a.) **As developers, we'll need to set up the servers to send data from microcontrollers.**

Sprint 2 (1/25/16 - 2/12/16):

1.) [21] Start programming hardware
    a). As developers, we want to create a device that will configure programmable data in order to help set up the GPS trackers.
2.) [13] Send data from hardware to servers

a). As developers, we want to be able to access the data through the server that is being passed through the GPS hardware

3.) [8] Produce an XML file from the data

a). As developers, we will all need to create an XML file that will both store and transport data for the buses.

4.) [2] Agree on a design for the app

a). As developers, we will collaborate our ideas on a singular design that will catch the eyes of the user and be easy to interact with.

Sprint 3 (2/15/16 - 3/4/16):

1.) [2] Parse the new XML file

a.) As developers, we'll need to parse the new XML file that has the coordinates of the new buses in order to include them into our mobile app.

2.) [5] Test the code

a.) As developers, we'll need to run unit tests in order to make sure that no bugs are present in our most up-to-date source code.