Release Plan🖍️

Product Name: LiveColor
Team Name: Harmony
Release Name and Date: Release 1, 2019-10-20
Revision Number: 1.0

High Level Goals

- Being able to “pick” the colors on the screen by tapping them, and getting details on the picked color such as Hex, RGB, and HSV values.
    - Being able to use the camera’s live capture, or a static picture (taken by the camera or uploaded from storage), to pick a color from.
- Being able to save colors in-app for later access.

User Stories

Sprint 1

- *(3) User Story 1*
    - As a general user, I want an application with a simple yet visually pleasing UI.
- *(5) User Story 2*
    - As an artist, I want to be able to use my camera and gallery to observe colors of what I am drawing, and have easier reference of what colors I need.

Sprint 2

- *(7) User Story 1*
    - As a general user, I want to be able to tap on the color I want to pick anywhere the image is on the screen, whether using the live camera or a static image.
- *(3) User Story 2*
    - As a frontend designer, I want to see the RGB/HEX values of a color that I pick.
- *(3) User Story 3*
    - As a digital artist, I want to see the HSV values of a color that I pick.

Sprint 3

- *(4) User Story 1*
    - As a long-term user, I want to be able to save colors for later usage in a library directly on the app.
- *(6) User Story 2*

    - As an artist, I want to be able to create and save palettes for the colors I chose, for easy drawing reference.
- *(8) User Story 3*
    - As a frontend designer, I want the ability to export RGB, Hex, and HSV values from the app to more easily use these colors in my personal projects.

Sprint 4

- *(5) User Story 1*
    - As an artist, I want to be able to edit the colors I pick with HSV sliders, for when a picked color isn't quite what I envisioned.
- *(9) User Story 2*
    - As an artist, I want to be able to generate color harmonies from a color to see what other colors would look good with it.

Product Backlog

- *(9)* Providing a name for the color. Requires understanding and implementing a library. It is a fun feature much more than a necessary feature.
- *(9)* Automatic Palette Generation. Requires clustering algorithms. Time consuming to implement. Requires separate activities.
- *(10)* Sharing palettes inside the app. Requires cloud services, backend work, and implementations on the majority of the activities in the app.

Product presentation:

- https://drive.google.com/file/d/1Vakyu5TAtX0zhfIEtshXseTehHqzUqBr/view?usp=sharing