Project Release Plan

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[10/06/15]

DownTown

Team member names:

Marcos Chabolla (Product Owner/Scrum Master)

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Project Release Plan

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Mobile Invitation Application (Iphone)

Sends customizable invites to friends for events.

Fully functioning social event tracking with implemented location services.

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Sprint 1: Basic Functioning UI
 User Stories –

Multiple screens (Snapchat style)

I as a user want to be able to invite people to an event from the main screen and be able to see my sent/received/local events from a screen with a right swipe.

I as a user want to be able to easily plan an event and customize it with a picture, and customize accept/decline buttons

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Sprint 2: Data and Event Management

User Stories – Make Events fully functional and contacts available

Event Data management

Contact import

Entire Event Class functional

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Sprint 3: Functional Network Capabilities
 User Stories – Ability to send events over internet

Facebook contact implementation

Finalizing interface

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Major Components:

- UI

- Event Object

- Contact Implementation

- Getting App Online

- Facebook Contact Synchronization

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1. No Prior Mobile App Development experience

2. Most ambitious project attempted

3. Unfamiliarity with new language and development environment

4. Unfamiliarity with program to network interfacing.

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Programming language: Swift

Environment: Xcode