**Digi Guess – Release Plan**

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Our high-level goals for this project is to create a mobile friendly website that can solve simple arithmetic using machine learning. The website we want to achieve will be responsive and the home page be the main page that allows users to draw simple arithmetic equations and then solve it. It will also have an about page giving a little bit of an explanation of how it was able to solve the equation with some data visualization.

* Sprint 1
  + () As a user, I’d like an easy to use website
  + () As a website developer, I’d like a well-designed website.
  + () As a student on this project, I want to learn more about machine learning and build my own neural net
  + () As someone who visits the website, I want to be able to draw a number and have the website accurately guess the number.
* Sprint 2
  + () As a mobile user, I’d like a UI that’s simple and responsive so it’s comfortable to use on mobile.
  + () As someone who visits the website, I would want a page that explains, in terms that I would understand, how the website was able to guess the number.
  + () As a data scientist, I want to implement the neural net and bring it into the website.
* Sprint 3
  + () As someone who visits the website, I want to be able to look at a visualization of how the digit recognition works.
  + () As a data scientist, I would want to create a neural net that can depict basic arithmetic symbols.
* Sprint 4
  + () As a website developer, I would like to stress test the website and make sure there are no bugs in the website.
  + () As a student, I’d like novelty of writing out arithmetic equations, to avoid using a touchscreen keyboard.

**Product Backlog:**

* As a user, I want to be able to upload a picture of an equation so that the website can identify and solve the given equation.