Release Plan

Product: Cellular Automata Simulator/Creator
Team: The Cellulites
Release Name: CAS
Release Dates: 12-10-2018
Revision Number: Probably 1
Revision Date: 10-08-2018

High Level Goals:
-Have the site to host our project :))
-Create a user-friendly site that can simulate cellular automata.
-Create a new coding language which can be used to specify rulesets for cellular automata.
-Provide the users a way to write the code on the site rather than off.
-Give a way for users to save and load rulesets/color schemes.
-Supply a nice and easy way to learn how to use the site.

User Stories for release:
Sprint 1:
-As a team we would like to decide on what technologies we will be using for the project.
-As a developer, I need to create the design of the system that we will be implementing.
-As the product owner, I want to see the site up with something of substance on it.
-As a student I want to have a list of cellular automatas that I can choose to simulate and explore some well known cellular automatas that already exist.

Sprint 2:
-As an artist, I need to be able to have some tools provided which would let me mess around with the initial conditions & parameters of the given list of cellular automatas.
-As a student, I want to see some explanation with visual components that tells me how exactly cellular automata work.
-As an experimental individual interested in trying out my own ideas for cellular automata, I want to be able to write my own ruleset to observe and experiment with the emergent behaviour of cellular automata.

Sprint 3:
-As an artist I need to be able to save and load rulesets/color schemes so that I can work on designing a ruleset which fits my creative vision across different sessions.
-As a power user, I would like to have some file directory system which I can use to switch between different rulesets to examine, compare with, and work on them simultaneously.
-As an artist I want more sorts of grids that I can have my rulesets on such as: triangular grids, hexagonal grids, grids that may not be continuous…

Sprint 4:
-As a new user I need a nice and easy way to learn how to use the site(a guided tutorial) so that I can simulate my own ideas for a ruleset and become educated on the cellular automata.
-As someone who will be coding using the language provided by the site, I would like to see syntax highlighting and some other IDE-like features that would make the coding process easier.
-As a user, I would like to be able to save my rulesets on an account with the site rather than store files on my own computer, and possibly also explore the rulesets of other people.

Product Backlog:

- A modern user friendly UI that makes users interested in using and interacting the site
- Will allow the general public to understand what is going on in the simulation.
- Have an easy to understand tutorial. Have a full explanation of cellular automata - perhaps in a separate on site page
- Grids other than square grids (ex hexagons, triangles, graph in general, etc)
- Syntax highlighting for the code editing portion
- Which platform are we gonna use? (Google Cloud Platform?) (free?)

Project Presentation:
See powerpoint file.