Team CHAMP

UCSC Meal Builder

Release Date: End of Fall Quarter 2015

**Release Plan**

**High Level Goals:** We plan to create an app that allows UCSC students to maximize their flexi-dollars and meals by tracking their funds and building cost-effective meals in the app. The app should feature the menus of all or most on-campus eateries, with the exception of the dining halls, which already have numerous apps. The app should feature a “balance” that tracks the user’s funds, and functions that automatically decrement these funds once a meal is built.

**User Stories for Release:**

* Sprint 1:
* As a hungry person, I would like to know when and where I can get food on campus. (2 hours)
* As a student, I would like to keep track and conserve my meals/flexies. (2 hours)
* As a developer, I would like to have the menu for a single eatery available. (2 hours)
* As a student, I would like to build meals to maximize the use of my meal-plan meals. (4 hours)
* As a user, I want the app to be organized and easy to navigate. (4 hours)
* Sprint 2:
* As a developer, I would like to have the menus for all non-dining-hall, on-campus eateries available so that the app offers an adequate selection. (4 hours)
* As a user, I want the app to be organized and easy to navigate. (4 hours)
* As a developer, I want a way to update the app in the future, possibly working with on-campus eateries, so that the app can continue to be useful. (4 hours)
* Sprint 3:
* As a developer, I would like to have the app present multiple suggestions for how to complete a meal, so that users can fully utilize their spending power and also choose food that suits them. (4 hours)
* As a user, I would like a feature that allows me to add a certain meal to my “favorites,” so that next time that meal is one click away. (4 hours)

**Product Backlog:**

* As a developer, I want to put in place a web app so that the Meal Builder can be used across multiple platforms.