**Release Plan - CarTrekk - V0**

**v0.0 - Jan 17 2025**

**High Level Goals (MVP)**

* Start a drive, end a drive, and record metrics (distance traveled, time taken, etc)
* Ability to save each drive in a logger, attach images (of the route), text description
* Have a social component: friends, liking posts, seeing other users.
* Gamification of driving, users earn stickers by driving a minimum amount of miles (i.e. 20)
* Garage aspect where the users collect avatars/stickers of cars depending on rarity. Customize the garage with stickers? User will select from 5 initial stickers
* Loot Box system to allow users to get stickers with different rarities

**User Stories:**

* Sprint 1
  + {Must Have} User Story: As a commuter I want to be able to log my drives both ,commute and leisure, so that I can share them with others and keep them for my reference *(Firebase and AWS S3 setup)* [Story Points: 5]
  + {Must Have} User Story: As a driver, I want a clean UI to interact with so I can have a good experience *(Familiarize with Swift Front End)* [Story Points: 5]
* Sprint 2
  + {Must Have} User Story: As a driver, I want to be able to login to the app so I can use the app and have unique data. *(Firebase Auth)* [Story Points: 2]
  + {Must Have} User Story: As a user I need accurate route tracking information *(Swift ios api’s)* [Story Points: 5]
  + {Should Have}User Story: As a user I want to interact with the routes other people have gone on through likes, comments, follows, etc. *(Swift + Database)* [Story Points: 3]
* Sprint 3
  + {Must Have} User Story: As a gamer, I want to open loot boxes and earn sticker cosmetics rewarded for hitting driving goals. *(Swift randint odds UI)* [Story Points: 2]
  + {Could Have} User Story: As a driver, I want to be able to see and interact with other people who are using the app in real time *(map showing all users/skins)* [Story Points: 5\*]
  + {Must Have} User Story: As a driver, I want to take photos of the drives that I am on and store them on the route. *(Swift + AWS S3)* [Story Points: 5]
* Sprint 4
  + {Must Have} User Story: As a player, I want to collect stickers so I am happy. *(Preliminary Art)* [Story Points: 2]
  + {Should Have} User Story: As a collector, I want to collect my own car in the game *(Sticker/Avatar)* [Story Points: 5]
  + {Should Have} User Story: As a driving enthusiast I want to interact with other driving enthusiasts and schedule ride alongs. [Story Points: 3]

**Product Backlog:**

* Turn the stickers/avatars of cars into 3-d models
* Allow the user to collect accessories and
* Create a customizable garage where you can display cars and other customization options
* Share your favorite routes, users can rank them. Based on likes, location
* Public user profiles, where you can view someone else’s public routes, garages, follow them, etc.
* In the log, allow you to see other people that have passed you
* Log detailed drive data to get reduced insurance rates
  + Log accelerometer data on phone to log driving habits
  + Would need anti-spoof
* Monetization: buy loot boxes, customization, sell data, premium plan, advanced metrics