

Release Plan

Product: Nosh

Team Name: Shark Week Engineering

High-Level Goals: Help people decide what to eat by introducing them to new local foods, and actually partake in those foods

User Stories for Release (listed in order from highest priority user story to lowest priority user story):

1. Sprint 1
 - 1.1. 89 pts - As a developer, I want to understand the tools being used, so I know what functionality already exists versus what I need to implement on my own. (highest priority)
 - 1.2. 21 story pts - (#2) As a human, I want a second opinion on what to eat, so I can make up my mind and eat already (mid high priority)
 - 1.3. 21 story pts - (#10) As a developer, I want extensive documentation, so that everyone knows what the code does. (mid low priority)
 - 1.4.
2. Sprint 2
 - 2.1. 21 story pts - (#2) As a human, I want a second opinion on what to eat, so I can make up my mind and eat already (mid high priority -- ongoing)
 - 2.2. 89 story pts - (#8) As a developer I want this service to be easily ported to other devices so that my job is easier
3. Sprint 3
 - 3.1. 21 story pts - (#2) As a human, I want a second opinion on what to eat, so I can make up my mind and eat already (mid high priority -- ongoing)
 - 3.2. 34 story pts (#7) - As a user I want a second opinion based on my preferences on where to eat so that my options are catered to me
 - 3.3. 55 story pts (#3) - As a user I want food to be delivered to me so that I can save time