

## Activity-based schedule (Kanban/User Story Mapping)

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Community (UN SD goal): Zero Hunger (Goal 2)

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<b>Project Name</b>	SayNoToHunger		
Activity	Duration	Start Date	End Date
<b>MVP 1</b>			
<b>Release 1.0</b>	12 days	19 May	30 May

[Home screen]

The Home screen contains the logo and a background picture. Shows some stats about the hunger driven people and also the work that this app contributed to the society. This can motivate others to join this work.

[Donors tab]

A single tab is planned to for all the donors like restaurants, people and farmers. This will show the details like the price if any, amount of food and pickup time.

[Donor posts]

Once the post is clicked on the Donor's tab, it opens up the post where more details like contact and address information is provided.

<b>MVP 2</b>			
<b>Release 2.0</b>	7 days	1 June	8 June

[Volunteer tab]

The volunteers who are willing to spend some of their spare time will be able to enroll in this tab by providing the basic information like first and last names, mobile number and address.

[Sign in/Sign up]

All the donors should be able to signup so that the vague posts can be controlled.



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## MVP 3

Release 3.0

8 days

9 June

16 June

[Volunteer Rating]

Volunteers will be willing to serve more if they get some kind of recognition. This is planned and will be developed based on the application outcome and time.