

Product: RiftBets

Release Date: Friday, March 17, 2017

Revision Date: 3/2/17

Revision: v3

Release Plan

Team:

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High Level Goals

RiftBets is an eSports betting application that allows you to show off your knowledge about professional League of Legends games (NA LCS, and EU LCS).

User stories for release

➤ Sprint 1

- (8) As a developer, I want to be able to set up the laravel environment on a virtual machine.
- (21) As a developer, I want to understand the existing data scraping code, so that I can work on it.
- (13) As a developer, I want to understand the relational database schema, so that I am able to expand and use it.
- (21) As a developer, I want to learn the front end tools.
- (13) As a developer, I want to add match subscriptions.

76/76 story points accomplished.

➤ Sprint 2

- (13) As a user, I want to get feedback on bets as soon as the game ends.
- (21) As a user, I want to bet on live games.
- (5) As a user, I want to watch the games on the betting site, so that I don't have to go back and forth.

13/39 story points accomplished.

➤ Sprint 3

- (21) As a user, I want to bet on live games.
- (5) As a user, I want to watch the games on the betting site, so that I don't have to go back and forth.
- (21) As a user, I want to create compare my bet performances on a leaderboard (with my friends).

Product Backlog

- (13) As a user, I want to be rewarded for placing risky bets (scale reward based on previous statistical data).
- (13) Achievements
- (13) Tournament mode / brackets (User Profile)
- (21) Live bet grading