# 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 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).

47/47 story points accomplished.

**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