Release Plan

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- **Product Name:** Memori
- **Team Name:** (Undecided)
- **Release Name:** 1.0 Doom
- **Release Date:** TBA
- **Revision Number:** TBA
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1. High-Level Goals

A bluetooth connected E-Ink device that can display user widjets.

- **Goal 1:**
  A standalone embedded device that can connect to a user's phone using bluetooth, that drives an E-Ink display.

- **Goal 2:**
  An application framework that can communicate with the embedded device, communicating with it to convey useful information.

- **Goal 3:**
  An efficient and intuitive user interface that can be used configure the widgets displayed on the embedded device, as well as being highly customizable.

2. User Stories Defining the Scope of the Release

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Each user story must:
- Follow the format: \
  _As a {user role}, I want {goal} [so that {reason}]._
- Have a priority, assigned to sprint, include point estimate
  - high, medium, low
- Assign story points based on difficulty/complexity
- Meet INVEST criteria (independent, negotiable,
valuable, estimatable, sized appropriately, and testable)

-- julian wrote things under this??

Each user story should have a unique identifier (e.g., `US-01`, `AUTH-03`).

fib: 1, 1, 2, 3, 5, 8, 13, 21

check soonest arriving bus and displays which bus (19, 11, 18, etc) and time until
arrival in minutes.
canvas integration
ucsc dining
```

Sprint 1, 42 pts

1. {High} User Story 1.1 [21]: As a application user, I want to be able to connect to my Memori device using bluetooth via simulator / desktop.
2. {High} User Story 1.2 [8]: As a user, I want a clear and intuitive interface to interact with the Memori device through my phone.
3. {Medium} User Story 1.3 [8]: As a device owner, I want to be able to display simple widgets, such as time or weather on my Memori device.
4. {Low} User Story 2.4 [5]: As a user, I want to have a dark mode for the display.

Sprint 2, 34 pts

1. {High} User Story 2.1 [8]: As a application user, I want to be able to connect to my Memori device using bluetooth from a mobile device.
2. {High} User Story 2.2 [8]: As a developer, I would want to see my github statistics on the Memori device.
3. {Medium} User Story 2.2 [13]: As a student, I would want to see my canvas assignments on the Memori device.
4. {Medium} User Story 2.3 [5]: As an efficiency seeking user, I want to be able to display multiple widgets on my device at once.

Sprint 3, 47 pts

1. {High} User Story 3.1 [34]: As an application user I want to be able to write custom widgets and fetch custom data to customize the functionality of my device.
2. {Medium} User Story 3.2 [8]: As a user, I would like sound notifications for when certain widget information changes.
3. {Medium} User Story 3.3 [5]: As a device owner, I want to be able to have a battery enabled device that I can charge with usb-c.

Sprint 4, 42 pts

1. {High} User Story 4.2 [34]: As a user, I need the device to be compact enough to carry with me and has a protective case.
2. {Medium} User Story 4.3 [8]: As a user, I need the device to stay powered for at least a week.

3. Sanity Check

– We believe that this release plan is reasonable and well within our team's capacity. We specifically chose to put the bulk of our work in sprints 1 and 2 so that we have plenty of time later in the development cycle to address any unforeseen issues or challenges. Sprint 2 will occur during many of our midterms, and the effort required reflects this added burden. The same goes for Sprint 4 for finals week. We would be able to divide the work evenly across the team for each user story. –

Considerations

- Infrastructure/setup tasks included? [ ] Yes [ ] No
- Technical spikes included? [ ] Yes [ ] No
- Holidays accounted for? [ ] Yes [ ] No
- Midterms/exams accounted for? [ ] Yes [ ] No

Assessment:
Is the plan realistic? Is the workload balanced across sprints?

4. Product Backlog (Not in This Release)

- Usermade Widget Marketplace.
- Internet Speed Test.
- Phone Screen Time.
- Tomogachi widget.
- Widget showing amount of nearby devices.