Release Plan

Names: Surendra Jammishetti, Julian Montano, Preston Clayton, Kenric Tee, Cainan Enneking

- **Product Name:** MEM_XOR1
- **Team Name:** Memori
- **Release Name:** UNIT-00
- **Release Date:** 3/20/2026
- **Revision Number:** 1.0.0
- **Revision Date:** 3/20/2026

1. High-Level Goals

- **Goal 1:**
  A standalone embedded device that can connect to a user's phone using bluetooth, and 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 highly customizable widgets displayed on the embedded device.

- **Goal 4:**
  The device should be in a portable form factor with a compact design and long lasting battery life.

2. User Stories Defining the Scope of the Release

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 1.4 [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 4.1 [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 4.2 [8]: As a user, I need the device to stay powered for at least a week.

3. Sanity Check

Considerations

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

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.

4. Product Backlog (Not in This Release)

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