

# Release Plan

Nimble

Team Nimble

Release 1.0 3/19/18

Revision 1.0 1/22/18

## Vision

Help seniors learn how to use their devices by teaching general icons, terminology, and other basic skills.

## High Level Goals

Create methods of teaching which includes flashcards, matching games, and mini quizzes.

## Sprint 1

- 1) As a developer I want to become proficient with Angular 2, so that I can create a great Nimble product. (must have) 3
- 2) As a developer I want to understand how to host web pages, so that I can host Nimble on the internet. (must have) 5

## Sprint 2

- 3) As a user I want basic navigation to each section so that I can jump around if I need to. (must have) 3
- 4) As a user I want a section to learn common icons, so that I am more comfortable with common icons. (must have) 5
- 5) As a user I want a section to learn common vocabulary, so that I am more comfortable with common vocabulary. (must have) 2

## Sprint 3

- 6) As a user I want a quiz interface so I can review what I've learned. (should have) 5
- 7) As a user I want to be able to use a email section, so that I can learn how to use all of the icons in my email interface. (should have) 2
- 8) As a user I want a section on basic gestures so that I can easily navigate my touchscreens. (should have) 3

## Sprint 4

- 9) As a user I want a section hotkeys, so that I can implement shortcut commands. (should have) 2
- 10) As a user I want a section on navigating my computer's file system, so that I can find saved folders on my computer. (should have) 2
- 11) As a user I want a clean and easy to use UI so that I can easily navigate the website. (should have) 8

## Product Backlog

- 12) As a user I want a section to view my progress so that I know what I need to work on. (could have) 5
- 13) As a user I want to be able to log in so that I can view my past results. (won't have) 13