Blockchain Project: Product Planning

Bulls, Bears & Wolves

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1. Introduction

An excellent product requires an excellent Product Planning. A product-level planning is needed to capture the essence of a potential product. Therefore, this document contains high level description of the rough planning over a horizon.
This document begins with a Scrum Product Backlog which will be used in pair with the Product Vision to create a definite Product Roadmap.

2. Product

2.1 High-level product backlog

PBI Type	PBI Name	Description (in user story)
Knowledge acquisition	Product planning	Create a high-level description of the product backlog, roadmap and release schedules.
Knowledge acquisition	Product vision	Create an elaborated description and vision of the final product itself.
Knowledge acquisition	Architecture design	Create a prototype of proof of concept for the architecture design with the main idea: the client keys are stored securely in the blockchain.
Feature	Android Application	As a user I want to be able to install and run the web-of-trust application on my android device(s). The application should have a simple and usable interface.
Feature	Adding a contact via Bluetooth	As a user I want to be able to connect my device with someone else's device via Bluetooth for their contact information.
Feature	Using blockchain model to acknowledge contact(s)	As a user I want to be able to let the blockchain acknowledge and store my contact(s).
Feature	Rating contact(s)	As a user

		I want to be able to rate the trustworthy of others and vice versa and "save" it into the blockchain.
Feature	Remove contact information	As a user I want to be able to remove the contact from my list, blockchain will thus add another block that will acknowledge that decision.
Feature	Overview of contact(s)	As a user I want to have an overview of users in which I or my friends (contacts that I have connected in person) have as contacts.
Feature	Application (automatically) update contact list	As a user I want my application to (automatically) update my web-of-trust contact list information automatically (by updating the blockchain).

2.2 Roadmap

Date of release	11-05-2017	25-05-2017			
Release goal	Android web-of-trust blockchain application	Full Android (bluetooth) Application			
Main feature(s)	Use blockchain as database to create web-of-trust.	Web-of-trust app using (bluetooth) connectivity + simple, useable interface.			
Releases	0.5	1.0			
Note	This release focus on the blockchain part of the product, it is not user friendly and	This release completes the first version of the product, is user friendly and should			

	should contains the most fundamental parts.	contains every essential parts for a user friendly application.			

3. Product Backlog

3.1 User stories of features

PBI	Scenario	Given	When	Then	Est	Priority
Android Application	I want to start using the application	I have not ran the application	I start the application	There should be a simple user interface presented to me with functional buttons.	4h	A
Adding a contact via Bluetooth	I want to receive contact information (name, publickey) when I bluetooth pair with another person	My bluetooth is on and I am presented with a list of pairable partner near me	I choose select the person I want to pair in the bluetooth discoverable list	My device will send the selected device my public key and vice versa. Contact is added into my contact list.	1h	E
Using blockchain model to acknowledge contact(s)	I want blockchain to add my contact into the blockchain	A pairing has just happened and I now have the contact's public key	Automatically	The history of this transaction is mined into its blockchain	6h	B
Overview of contact(s)	I want to see a list of my contacts and their contacts	I am in my application home screen	When I click show contacts	A list of my contacts and their contacts should be displayed on the screen	3h	C
Application (automatically) update contact list	I want my application to update the changes in my contacts and their contacts	I am using my application	When 30 seconds has passed	My app contact list will take a look at the blockchain and update my contact list accordingly	3h	D

Remove contact information	I want my application to update the blockchain when I have removed a contact	I have edited my trustworthy rating for a contact	When I click delete contact	My app will request the blockchain to acknowledge that I am no longer contact with the person.	4h	C
Rating contact	I want to rate my contact trustworthiness	I have rated/edited my trustworthy rating for a contact	When I click save rating	My app will calculate the average rating of that contact and update it on the blockchain.	4h	D

3.2   User stories of know-how acquisition

PBI	Scenario	Est.	Priority
Product planning	As a developer I want to make a clear Product Planning because a product-level planning is needed to capture the essence of a potential product.	6	A
Product vision	As a developer I want to make a clear product vision because I need a clear description of the areas in which the stakeholders, such as users and customers, get value.	7	A
Architecture design	As a developer I want to design a prototype of proof of concept for the architecture design with the main idea: the client keys are stored securely in the blockchain.	13	A

3.3 Initial release plan

Releases	0.5	1.0
PBI 1	Android Application	Adding a contact via Bluetooth
PBI 2	Using blockchain model to acknowledge contact(s)	Overview of contact(s)
PBI 3	Remove contact information	Application (automatically) update contact list

PBI 4		Rating contact

4. Definition of done

Done? (yes/no)	Activity
	Code completed
	Code refactored
	Code is documented
	Code is checked in
	Code is inspected
	End-user documentation updated
	Unit tested
	Integration tested
	Regression tested
	Platform tested
	Acceptance tested

5. Glossary

A

Acceptance test. A test that defines the business value each product backlog item must deliver. It may verify functional requirements or nonfunctional requirements such as performance or reliability. It is used to help guide development (Crispin and Gregory 2009).

Android App. An Android app is a software application running on the Android platform. Because the Android platform is built for mobile devices, a typical Android app is designed for a smartphone or a tablet PC running on the Android OS (Android App. (n.d.). Retrieved from https://www.techopedia.com/definition/25099/android-app).

B

Blockchain. A blockchain is a public ledger of all Bitcoin transactions that have ever been executed. It is constantly growing as 'completed' blocks are added to it with a new set of recordings. The blocks are added to the blockchain in a linear, chronological order (Blockchain, http://www.investopedia.com/terms/b/blockchain.asp).

D

Definition of done. A checklist of the types of work that the team is expected to successfully complete by the end of a sprint, before it can declare its work to be potentially shippable (Rubin, K. S. (2012). *Essential Scrum: A Practical Guide to the Most Popular Agile Process*).

I

Integration test. Integration testing, also known as integration and testing (I&T), is a software development process which program units are combined and tested as groups in multiple ways (Integration testing or integration and testing (I&T). Retrieved from http://searchsoftwarequality.techtarget.com/definition/integration-testing).

P

Product Backlog. In the simplest definition the Scrum Product Backlog is simply a list of all things that needs to be done within the project. It replaces the traditional requirements specification artifacts. These items can have a technical nature or can be user-centric e.g. in the form of user stories (The Scrum Product Backlog, http://www.scrum-institute.org/The_Scrum_Product_Backlog.php).

PDI. Product Backlog Item. See *Product Backlog.*

R

Regression test. Regression testing is the process of testing changes to computer programs to make sure that the older programming still works with the new changes (Regression testing. Retrieved from http://searchsoftwarequality.techtarget.com/definition/regression-testing).

U

Unit test. Unit testing is a software development process in which the smallest testable parts of an application, called units, are individually and independently scrutinized for proper operation. Unit testing can be done manually but is often automated (Rouse, M. (n.d.). Unit testing. Retrieved from http://searchsoftwarequality.techtarget.com/definition/unit-testing).