Release Plan

Product: Plan-it
Team Rocket
Release 1.0, December 4, 2019
Revision 1.0, October 8, 2019

High Level Goals:

1) Be able to open and run the program easily, through a spiffy GUI.
2) Have the program prompt the user to enter in their favorite activities, along with associated information, and store the data on the user's computer for future use.
3) Allow the user to enter in the amount of time and money they have available, and use these to generate an activity plan that fits within these limits.

User Stories:

Sprint 1:

User story 1: (0 story points)
As a developer, I want a runnable file so that the project can be run for testing.

User story 2: (5 story points)
As a user, I want an interface that allows me to input data into text fields and submit them to be stored, as well as a "generate activity plan" button, so I can easily interact with the application.

User story 3: (5 story points)
As product owner/developer, I want the application to prompt and allow users to enter in activities they enjoy, along with the maximum length, ideal length, and maximum cost of each activity, so that these activities can become the basis of the user's future activity plans.

Sprint 2:

User story 4: (5 story points)
As a developer, I want database data to be stored on the user's computer, so that the user doesn't need to enter the same information every time they use the application.

User story 5: (13 story points)
As product owner/developer, I want the main algorithm of the code to draw from the user's saved database of activities, and fill up the given time with activities that fit within the given cost, so that the user will have a list of activities they can do.

Sprint 3:

User story 6: (5 story points)
As a user, I want the final list to be printable/saveable, including the cost/time for each activity, as well as the total time and cost, so I can take my plan on the go.

User story 7: (13 story points)
As product owner, I want the main algorithm to make smart decisions that maximize the user's experience, and minimize cost when possible, so that the user will have a better overall experience.

Sprint 4:

User story 8: (5 story points)
As product owner, I want the user to be able to rate their experience with each activity, updating the database for future reference, so that activity plans will improve the more that the user uses the application.

User story 9: (8 story points)
As a developer, I want to expand the database to include user feedback data, and incorporate this data into the decision algorithm so that the algorithm makes better decisions.

Product Backlog:

User story 10: (13 story points)
As a user, I want the application to access my location, as well as the locations of each activity, and minimize the distance traveled, so I can save on gas.

User story 11: (3 story points)
As product owner, I want the program to calculate the estimated gas cost and incorporate it into the result so the user will have a better estimate of the actual cost.

User story 12: (21 story points)
As a user, I want the program to find activities near me that I may not have known about, and include these activities in my plan, based on my preferences, so that I can have a great time!

Project Presentation:

https://drive.google.com/file/d/18CtjWpqhPHeN4BurbYxQGNZfJKNgoWdD/view?usp=sharing