Release Plan

Team: UCSC Student Forum

Team Member: Zeyun Huang, Jason Di Chen, Qianli Zhang, Daniel Chow, Ruihong Yu,

Xintong Liu

Product Owner: Xintong Liu

1st Scrum Master: Ruihong Yu

The app we want to build is to create a comprehensive community for UCSC students to share the information that they want to share and to receive, like house rental, ride sharing, or goods trade, etc.

High Level Goals:

Sprint 1:

1. The APP is going to serve only UCSC students.

As a product owner, I want the users to be able register accounts in the APP with only UCSC emails.

2. The APP is going to allow users to develop their profile.

As a developer, I want the users could update their profile with more useful information to better experience the APP.

3. Users can locate whatever they want efficiently.

As a designer, I want to design the most convenient user interface to give a better experience to the users.

Sprint 2:

1. The APP is going to attract consumers by its icon.

As a product owner, I want the designer to come up with icons that are both informative and attractive.

2. The APP would inform the users as soon as there is updated information.

As a developer, I want to design an effective notification system for users to not miss any useful information.

3. The APP should categorize items for sale.

As a developer, I want the posted items for sale to be well organized and categorized, so that users can find their desired items faster.

Sprint 3:

1. The APP is able to display the location for the house rental or free ride.

As a developer, I want to integrate Location Services into the APP to use user location for some functionalities of the APP.

2. The APP is able to filter the houses by criteria

As a developer, I want to create a sorting algorithm so that the users can find their ideal house faster.

Backlog:

1. The APP is going to keep the safety of personal privacy.

As a developer, I want to design a security methodology to keep our users’ private information from unauthorized access.

Presentation

The structure of the presentation:

Brief introduction to the APP

Architecture of the APP

Sprint 1

Sprint 2

Sprint 3

Challenges and risks to the project

Technology we will use in the project

For the introduction:

It is about how we will implement functionality when creating the APP

Sprint 1:

At this period of time, we are looking for building the basic database, user interface, and debugging the technical issues.

Sprint 2:

For the second sprint, we look forward to refining the interface with more elaborate and comfortable icons and images, and a mostly-done APP that is functional.

Sprint 3:

In the last sprint, after finishing the relatively easy functions for the APP, we are going to apply more complex functions into the APP like GPS.

Final anticipation:

In the final conclusion, we would show examples of real-world situations where people would like to use the APP and how our idea could solve those inconveniences.