Release Plan

Product Name: ChatCut
Release Date: October 13, 2025
Revision Number: 1.0
Revision Date: October 20, 2025

Scrum Board: https://chatcutcse115.atlassian.net/jira/software/projects/SCRUM/summary

1. High-Level Goals

1. Overarching goal: Enable users to edit videos through natural language prompts instead of traditional timeline editing.

2. Allow users to highlight and modify a specific section of a clip (e.g., "apply color grading to 8–12 seconds") using a special tool.

3. Integrate AI-driven visual effect generation seamlessly into Adobe Premiere Pro.

4. Build an intuitive, reactive UI panel within Premiere that reflects applied edits and supports undo operations.

5. Deliver a stable, optimized plugin ready for internal demo and user feedback by the end of the release cycle.

2. User Stories Defining the Scope of the Release

Sprint 1 – Foundations

Sprint Goal:
Establish a Premiere scripting environment and UI for clip selection and prompt input.

User Stories

Priority	User Story	Story Points
High	**US1.1:** As a user, I want to select start and end times on the timeline so that the system knows which portion of the clip I want to modify.	5
High	**US1.2:** As a user, I want a floating prompt panel inside Premiere so that I can type natural-language effect requests.	8

Spikes

- Research Premiere API methods

- Prototype basic AI window manager

Infrastructure Tasks

- Configure Premiere script with Python environment and permissions

- Test connection between Premiere console and external Python scripts

Estimated Total Story Points: 13

Sprint 2 – AI Processing & Effect Application

Sprint Goal:
Connect AI backend to process effect requests and apply edits in Premiere.

User Stories

Priority	User Story	Story Points
High	**US2.1:** As a user, I want the AI to process the selected region and apply my described native effect so that I can see the result.	8
Medium	**US2.2:** As a user, I want to preview the modified segment on the timeline so that I can confirm it fits my intent.	5

Spikes

- Test Premiere automation for effect application (Black & White, Transform).

- Experiment with AI service APIs (RunwayML, Pika).

Infrastructure Tasks

- Build minimal FastAPI bridge between Premiere and AI API.

- Implement local cache for uploaded and returned video clips.

Estimated Total Story Points: 13

Sprint 3 – Usability and Feedback

Sprint Goal:
Improve usability, provide status feedback, and add undo/error-handling features.

User Stories

Priority	User Story	Story Points
High	**US3.1:** As a user, I want a progress indicator during AI processing so that I know the system is working.	5
High	**US3.2:** As a user, I want to undo AI-applied effects so that I can revert to the original clip instantly.	8
Medium	**US3.3:** As a user/developer, I want clear error messages for failed AI jobs so that users understand what went wrong.	5

Spikes

- Research Premiere popup dialogs and progress windows.

- Test logging of AI requests and responses.

Infrastructure Tasks

- Add error handling and retry logic in backend AI bridge.

- Create lightweight logging system for plugin events and API calls.

Estimated Total Story Points: 18

Sprint 4 – Optimization and Release

Sprint Goal:
Finalize ChatCut as a Premiere extension with export, optimization, and demo readiness.

User Stories

Priority	User Story	Story Points
High	**US4.1:** As a user, I want to export my final video directly from Premiere so that I can share my project easily.	8
Medium	**US4.2:** As a user, I want optimized generation and reduced render time so that the plugin feels responsive.	5

Spikes

- Investigate Premiere render automation and output templates.

- Explore faster preview rendering optimizations.

Infrastructure Tasks

- Finalize setup scripts and release packaging.

- Write README, installation instructions, and prepare demo video assets.

Estimated Total Story Points: 13

3. Sanity Check

Category	Details
Total Story Points	57
Average per Sprint	~14
Team Capacity Estimate	12–16 points per sprint (within range)
Risk Factors	Learning Adobe UXP API, AI latency, integration instability
Mitigations	Dedicated research spikes, fallback to native Premiere effects, caching optimization

The workload is balanced across sprints, with early emphasis on infrastructure and later focus on UX and optimization.

4. Product Backlog

Backlog Item	Priority	Notes
US5.1: As a user, I want multi-clip batch editing support.	Medium	Future version goal
US5.2: As a user, I want to apply text-to-speech overlays for generated clips.	Low	Post-release enhancement
US5.3: As a user, I want ChatCut to suggest AI effects automatically based on video mood.	Medium	Requires ML model training