Release Plan

PoliTrack
Team: PoliDev
Release: Alpha 0.1
Release Date: TBD
Revision Number: 0

High Level Goals:
- Android App that shows where the police are given radius based on user preference.
- User can use various gestures to report police without taking attention off the road.
- Sightings of police will be validated through a tier system.
- Notify users of police within your radius. (voice notification if we have time to implement)

User Stories:

Sprint1- App that shows allows people to report where the police are in their given area
- User Story 1: I would like to be able to report police sightings.

Sprint2- Others are now notified when anyone reports a sighting in their given area
- User Story 1: I would like to know where the police are nearby so I know I can't speed there.
- User Story 2: I would like to know where the police are nearby so I know not to run stop signs there.

Sprint3- Be able to notify police through various physical sensing methods
- User Story 1: I would like to knock on the screen to notify so I don't have to interrupt my current app.
- User Story 2: I would like to shake my phone to notify so I don't have to interrupt my current app.

Sprint4- Be able to notify police using voice activation
- User Story 1: I would like to be able to report police using my voice so that I don't have to stop what I am currently doing like driving.
- User Story 2: I would like to be able to receive a voice notification so that I don't have to stop my current activity to look at my phone.

Product Backlog:
- User profiles, stats, more interactive interface or incentives to report.
- Turning off certain notification methods.

• Heading: Document name ("Release Plan"), product name, team name, release name, release date, revision number & revision date.

• High level goals: A description of the top-level goals for the release. Examples include, for a game: "Be able to play one complete level (but with limitations xx, yy, & zz)," "Have all controller capabilities implemented," "Be able to create levels using a level design tool;" or for the Osric system: "Be able to handle service requests for new and existing customers with access to requests by managers and technicians." These highlevel goals may map to a single user story, but more typically will map to multiple user stories. The release functionality that is required by CMPS 115 (prototype testing, continuous integration, and website) must be listed as high level goals in this section of the document. High level goals must be listed in priority order, from highest (top) to lowest (bottom).

• User stories for release: A listing of all the user stories that are needed to implement the high level goals. Each user story must have a story point time estimate. Each user story must be assigned to a Sprint, and within each Sprint, listed in priority order from highest (top) to lowest (bottom). Recall that there are 3 Sprints in this class. Each high level goal should have one or more user stories associated with it. User stories that do not correspond to a high level goal, or a high level goal that has no associated user story, are both indications of a lack of project specification. Recall that a user story should take the form, "As a {user role}, I want {goal} [so that {reason}]". A user story should fit on an index card, and meet the "INVEST" criteria (independent, negotiable, valuable, estimatable, sized appropriately, and testable). The complete list of user stories will take the form of: o Sprint 1 (story points) User story 1 (highest priority for Sprint 1) (story points) User story 2 ... (story points) User story N (lowest priority for Sprint 1, but might get bumped down into Sprint 2 if not implemented in Sprint 1) o o Sprint 2 (story points) User story 1 (highest priority for Sprint 2) (story points) User story 2 ... (story points) User story N (lowest priority for Sprint 2, but might bump down to Sprint 3) o o Sprint 3 (story points) User story 1 (highest priority for Sprint 3) (story points) User story 2 ... (story points) User story N (lowest priority for Sprint 3, and would be pushed into an independent study or another class if not implemented)

• Product backlog: A listing of all high level goals and user stories that were discussed in the release planning meeting, but which did not make it into the release. This can be used as a starting point for planning the next release as an independent study. If this section is empty, there should be an explanation for why this is the case.

• Project presentation: See the template for the initial presentation in the Resources.