# Release Plan

Slug Mart - Team Slug Mart Release Plan Completion Date: 10/23/24 Revision 0, Last Revised 10/9/24

## **High-Level Goals:**

- Be able to create accounts using UCSC email
- Be able to upload and delete postings
- Be able to view other people's postings
- Be able to search up specific postings based on keywords

#### **User Stories:**

- Sprint 1
  - 1.1: As a UCSC Student, I want to sign up for an account with Slug Mart so that I can check out what people are selling [3]
  - 1.2: As a non-UCSC student, I want to sign up for an account with SlugMart, but I can't so it sends me to a dud page. [2]
  - 1.3: As a UCSC Student, I have successfully signed up for an account with Slugmart, so now I can browse listings [3]
  - 1.4: As a UCSC student, I want to be able to post something for sale so another slug can view/buy it [5]

#### • Sprint 2

- 2.1: As a UCSC Student, I want to be able to browse available items for sale, and post my own [4]
- 2.2: As a UCSC Student, I want to be able to create a profile for myself so people can know a little more about me and be able to contact me without the app [5]

#### • Sprint 3

- 3.1: As a UCSC student, I want be able to view other people's items via filter[2]
- 3.2: As a UCSC student, I want to be able to edit my postings price and images. [4]

## • Sprint 4

- 4.1: As a UCSC Student, I found a listing that I am interested in, and I want to message the seller to negotiate prices. [8]
- 4.2: As a UCSC Student, I sold my item, and I want to delete the post so people stop messaging me. [5]

### **Sanity Check:**

Is the plan within the team's capacity? Given what you know about your team's capabilities at this point, is the total amount of work doable (add up the story points for all user stories and compare with the team's capacity).

Is the work distribution across sprints reasonable? Did you allow for time spent on infrastructure tasks and spikes? Holidays? Midterms?

Our plan is within the team's capacity. We have 6 members, each member can learn how to code and design. We all have pretty open schedules and we are working on distributing the work more evenly. Every scrum meeting we do the typically 3 questions and so far we have no concerns. Depending on the time of the quarter, we will divide work up evenly based on everybody's schedule.

# **Product Backlog:**

- Messaging system

