
CMPS 115

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Release Plan

English with Sammy

Expected Release: 21 July 2019

Revision Number: 0

Planned Revision Date: 27 July 2019

High-level goals

1. Implement 4 exercises of different formats such as matching pairs of pictures and words, crosswords, filling in the blanks for both words and sentences.
2. Set up the infrastructure and brush up on skills we need to work with our technologies.

User stories for release

Sprint 1

- (story points) As **a user**, I want to choose an exercise that is more engaging and fun to interact with than a textbook so that I can learn new English words (highest priority for Sprint 1)
- As **a user**, I want to have a User Interface that is easy to use and navigate so that I can focus on studying

Sprint 2

- As **a user**, I want to learn new words within sentences so that I can understand them in context (highest priority for Sprint 2)

Sprint 3

- As a **user**, I want to have my dashboard so that I can see my progress and the words I have learned (highest priority for Sprint 3)
- As a **user**, I want to login to the platform so that my data is secure

Product backlog

- More games (w/ video, etc)
- More languages
- More difficulties for games
- More categories
- Lessons for English learning (instructor-support)
- Mobile supports

Online Tools we use:

- [GitHub Repository](#)
- [Trello Board](#)