

Release Plan: DeliverMe

Main Idea: A web application that allows users to request goods and services from other users in their immediate area. It will be focused towards drivers already going to places who can pick things up "on the way."

This will be a service that nearly anyone can use in order to allow small towns such as Santa Cruz to have an easily accessible delivery service.

High Level Goal:

- To implement a request goods and service page that consist of posts and a chatbox based on location of user and deliver.
- Implement an in-app payment service
- Utilize Google Maps to track driver location

User stories for release:

Sprint 1

- (8) As a casual user, I want an aesthetically pleasing interface so that I can easily navigate the website regardless of my computer literacy.
- (5) As a new user, I want to be given the opportunity to view a tutorial so that I can fully utilize the application.

Sprint 2

- (8) As a non-regular user, I want to be able to see real-time updates around me so that I can find the right "partner" for my request quickly and easily.
- (8) As a user, I want to be able to login and access my account to set up my profile so that I can more easily communicate with my "partner."

Sprint 3

- (5) As a buyer, I want to be able to see driver activity on a map so that I can issue a request to the nearest driver and get my items as quickly as possible.
- (8) As a driver, I want the website to have a wallet application so that payment for my services will be ensured.

Sprint 4

- (13) As a consumer, I want the website to be reliable and tested so that I can trust my money with it.

- (5) As a student, I want the website to be easily accessible on multiple platforms so that I can make some extra money whenever I need it.

Product Backlog:

- Use cryptocurrency as a payment option.
- Make a coin called DaWae.
- Mobile application
- Voice integration

Story Points: Fibonacci 0,1,2,3,5,8,13,21

0- done 1- small amount of time 2- half a day's worth of time 3- a day's worth of time 5- a few day's worth of time 8- at least a week's worth of time 13- at least a week and a half's worth of time 21- at least a whole sprint's worth of time