Release Plan-CMPS 115

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Team Name: Midnight Cobra **Product Name:** E-tendance **Release Name:** E-tendance 1.0
Release Date: March 2018 **Revision Number:** 1.0 **Revision Date:** January 22, 2018

High Level Goals: (Goals highest - top of paragraph) As a team, our main goal is to be able to create an android app that will replace the use of iClickers. This will support students financially such that they would not have to purchase an iclicker for their courses as well as allow students to be easily engaged in their class with a simple app. There are multiple goals that we want to be able to accomplish at the time of the release of the product. We want to provide a method for professors to be able to set up a class code that will allow students to be able to join the particular class section if and only if they are in the correct proximity of the classroom based on their location. We also want the app to automatically suggest classes that can be added by the students based on their schedule for that specific quarter. We want the professors to be able to poll, quiz, and ask a variety of questions for their students. We would also like to add a online discussion section that allows students to discuss test answers as well as allow students to be able to ask any questions that they have regarding the class.

User Stories for Release:

- **Sprint 1**

User Story 1: As a professor , I want the app to be streamline as well as be able to be used easily so that extra time does not need to be wasted in setting up the technology in class.

User Story 2: As a professor, I want to be able to send quiz questions out to students I can gauge the class's understanding.

User Story 3: As a student, I need my profile to be automatically saved so that everything is easy to use once everything is up and running and I won't have to continuously keep reading information for my profile.

- **Sprint 2**

User Story 1: As a student, I want to save all the questions the professor asked along with the correct answers to study for a later time.

User Story 2: As a professor, I want to save my attendance records and have statistics involving the questions/polls I sent out.

User Story 3: As a professor, I need to ensure my students are physically in the classroom, using their geolocation, when using the app so they do not share the code with students not attending lecture.

- **Sprint 3**

User Story 1: As a professor, I want to generate a new class code for my students to differentiate the ones that go to class versus the ones that don't for that certain day.

User Story 2: As a student, I want to be able to view student averages for questions that were asked , so I can view where I stand in my class.

User Story 3: As a professor, I want to be able to easily access each individuals(students) progress.

Product Backlog:

As a professor I would like to easily and quickly analyze trends in my student's data. -we could implement graphical representations of a classes data.

As a student who doesn't have a smartphone I would still like to use the features of the app. -we could create a web interface that communicates with the database.

As a professor, I would like my students to not only know if they got the attendance quiz correct but also how their answers compare with that of their fellow students. - we could create a results page on each device that displays the classes results on the attendance quiz visually after polling is complete.

Project Presentation: see presentation slides.

Release Plan Template - CMPS 115

At the end of your team's release planning meeting, the team needs to turn in a release plan. This document needs to be typewritten (or the team needs to use a web-based agile planning tool and provide the TA access to the tool to view the project) and have the following elements:

- **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;" These high-level 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:
  - 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)
  - 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)

- 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.