Project Release Plan



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Nom Slugs

Megan Wu (PO + 1st SM)

Nicolle Ayon

Eric Rong

Steve Chan

Kyler Beck

Project Release Plan



NOM | Opportunity

- Students with meal plans often have pre-paid dining benefits that expire at the end of the quarter.
- Students without meal plans have to pay extra to get into dining halls.

Project Release Plan



NOM | High Level Goals

- Have all functionalities integrated into a website.
- Be able to sell dining hall guest passes.
- Be able to buy dining hall guest passes.
- Be able to able to match buyers and sellers at a specific time and location for exchange.
- Have all functionalities integrated on mobile platforms.

Project Release Plan – User Stories



NOM | Sprint 1

Goal: Be able to sell dining hall guest passes

- As a seller, I want to list my passes on the site so other students can buy them from me.
- As a seller, I want to have an account dashboard so I can keep track of my available guest passes.
- As a buyer, I want to see information about available passes so I can contact sellers and purchase them.

Project Release Plan – User Stories



NOM | Sprint 2

Goal: Be able to buy dining hall guest passes

- As a seller, I want to receive payments through the app so I am guaranteed to be paid if the exchange happens.
- As a buyer, I want to give payments through the app so I can get a refund if the seller cancels.
- As a moderator, I want to have the ability to cancel or modify payouts so I handle disputes or cancellations.

Project Release Plan – User Stories



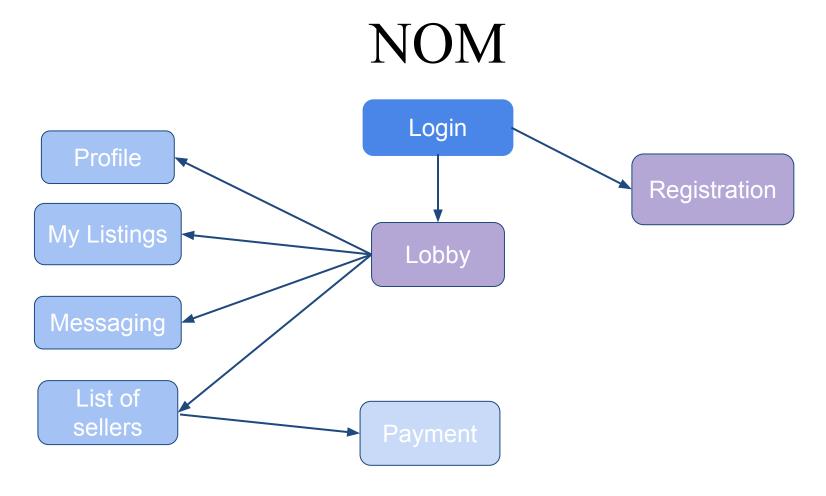
NOM | Sprint 3

Goal: Match buyers and sellers at a specific time and location.

- As a seller, I want to list when I go to the dining hall so I can easily swipe in buyers on my schedule.
- As a buyer, I want to see the location of all available sellers so I know immediately where I can go to get into a dining hall.
- As a user, I want to message the other user so I can set up meeting specifics.

Project Release Plan – Architecture





Project Release Plan – Challenges/Risks Engineering



NOM | Challenge 1

- Learning to use Javascript (some experience)
- Learning to use React (no experience)
- Learning UI/UX design (no experience)

Project Release Plan – Challenges/Risks Engineering



NOM | Challenge 2

- Several verification issues (address or ignore)
 - active student status
 - payment cancellations or refunds
 - available guest passes for sale

Project Release Plan – Challenges/Risks Engineering



NOM | Challenge 3

- Discovering new APIs and tools
 - real time location tracking
 - payment handling
 - messaging capabilities

Project Release Plan – Technologies



NOM | Technologies

- Javascript (language)
- React (javascript library)
- Git (version control)
- Paypal or Square (payment API)
- Google Maps API (location)
- Twilio (messaging)
- AWS EC2 or Heroku (hosting)