

# Release Plan

WikiRace Release (Jan 19, 2015)

Version 2 (Feb 24, 2015)

## Synopsis

Intuitive Android App for a game that sets an initial Wikipedia page to the user and using the links the user has to get to a target Wikipedia page.

## High level goals listed in priority order:

- Have a game app with the core functionalities to play implemented.
- Have user accounts and local profiles.
- Have statistics for each users.
- Have statistics for group users.
- Integrate with social media.
- Have push notifications.

## User stories for release:

- Sprint 1:
  - **(1 story pts) User Story 1:** As a developer I want to set up the android package so that I can start developing (Priority: high).
  - **(3 story pts) User Story 2:** As a player I want to see the Wikipedia window (browser window) in the app (Priority: high).
  - **(8 story pts) User Story 3:** As a developer I want the start page to be random so that the game is more interesting (Priority: high).
  - **(1 story pts) User Story 4:** As a player I don't want to see the navigation buttons (Priority: medium).
  - **(3 story pts) User Story 5:** As a developer I want do some playtesting so that I can debug the product (Priority: medium).

- **(3 story pts) User Story 6:** As a developer I want the target page to be random so that the game is more interesting (Priority: medium).
  - **(8 story pts) User Story 7:** As a developer I want to have link tracking so that I can build the statistics for each user (Priority: medium).
  - **(8 story pts) User Story 8:** As a player I want a profile to be able to see my statistics (Priority: low, might get bumped down into Sprint 2).
- Sprint 2:
- **(5 story pts) User Story 1:** As a developer I want communication with the cloud server so that I can save the users accounts (Priority: high).
  - **(3 story pts) User Story 2:** As a developer I want to set the databases for the accounts so that I can save them in the cloud server (Priority: high).
  - **(8 story pts) User Story 3:** As a developer I want to have link tracking so that I can build the statistics for each user (Priority: high).
  - **(3 story pts) User Story 4:** As a player I want menus to navigate through the app (Priority: medium).
  - **(5 story pts) User Story 5:** As a player I want to be able to set up an account and log in so that I can save my statistics (Priority: medium).
  - **(5 story pts) User Story 6:** As a developer I want to configure the art assets (Priority: medium).
  - **(3 story pts) User Story 7:** As a player I want to be able to see group statistics (Priority: medium).
  - **(5 story pts) User Story 8:** As a player I want push notifications (Priority: low, might get bumped down into Sprint 3).

- **(8 story pts) User Story 9:** As a player I want the app to have integrated social media (Priority: low, might get bumped down into Sprint 3).
  - **(8 story pts) User Story 10:** As a player I want a profile to be able to see my statistics (Priority: low).
  - **(3 story pts) User Story 11:** As a developer I want do some playtesting so that I can debug the product (Priority: medium).
- Sprint 3:
- **(5 story pts) User Story 1:** As a user I want to be able to play the game in different devices. (Priority: high).
  - **(5 story pts) User Story 2:** As a developer I want do some playtesting so that I can debug the product (Priority: high).
  - **(8 story pts) User Story 3:** As a player I want a profile to be able to see my statistics (Priority: high).
  - **(3 story pts) User Story 4:** As a player I want to be able to see group statistics (Priority: high).
  - **(5 story pts) User Story 5:** As a player I want push notifications (Priority: medium).
  - **(8 story pts) User Story 6:** As a player I want the app to have integrated social media (Priority: medium).
  - **(5 story pts) User Story 7 :** As a developer I want to configure the art assets (Priority: medium).

### Product backlog:

No product backlog has been discussed because we have focused in a very simple idea of the app so we have not thought of additional features that could be implemented.

