**Release and Sprint Plans**

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|  |  |
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Sprint 1

Current Velocity: \_ 7

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Release Plan

# Release 1

Delivery date: 8th September 2015 Total Story Points: 21

The main goal for this release is to implement the two must have aspects of the media vault, Uploads/Downloads and User Interface. These two features will structure 30% of the service and will be considered as a low fidelity release.

## User Interface

The user interface is the direct medium between the user and the application. This needs to be successfully implemented in order to create functionality when using the service. As this service is web based, the UI will dynamically adjust to the device being used. This allows Media Vault to cater to a larger user base due to larger range of compatible devices.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| 1 | Responsive UI | 2 |
| 2 | UI design | 2 |
| 9 | Application Type | 1 |
|  | Story Point Sub-Total: | 5 |

## User Accounts

User accounts enable the users to create subdirectories on the server to contain their own media hidden from other users. Users can share their media, upload, download, and stream files in their account.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| 3 | Account Creation | 2 |
| 17 | Privacy | 4 |
|  | Story Point Sub-Total: | 6 |

## Uploads & Downloads

In order for the Media vault to be useful, its functionality relies on the media being uploaded and downloaded by any user accessing the service. Without this, Media Vault would be just a functionless website.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| 7 | Downloading | 4 |
| 6 | Uploading | 4 |
| 18 | Drag & Drop | 2 |
|  | Story Point Sub-Total: | 10 |

# Release 2

Delivery date: 13th October 2015 Total Story Points: 14

The second release includes functions that add additional benefit for the user and that should be in the final product. This includes the sharing and streaming features.

This should be 60%-70% of the final product.

## Sharing

The sharing feature allows the user base to connect with each other, creating a form of sharing between users. This adds means of convenience, allowing users to be able view their friend’s media, only with their consent. The value being derived from this feature is the exponential growth it could obtain through word of mouth and sharing. This is also known as the network effect.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| 20 | Storing Shared Files | 4 |
| 16 | Collaboration | 2 |
|  | Story Point Sub-Total: | 6 |

## Streaming

Streaming gives the user a means to conveniently view media without the constraints of downloading the media. This streaming feature can be used remotely on multiple devices. From a business standpoint, this feature provides an incentive for new users to adopt the service.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| 8 | Streaming | 4 |
| 15 | Streaming Quality | 4 |
|  | Story Point Sub-Total: | 8 |

# 

# Release 3

Delivery date: 10th November 2015 Total Story Points: 23

Depending on time constraints and the completion of previous tasks, the final (could have) features are implemented within this release. This includes functions to sort media and storing of external data.

## User Accessibility

This feature includes several modules that allow the user to conveniently and easily maintain their media environment. Descriptions, View Count, Traffic monitor and a Drag/Drop function, are all underlying functions of the user configurations feature. Ultimately, this will create a pleasant and seamless experience each time the user returns to the service.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| 19 | Media Description | 2 |
| 21 | Traffic Monitoring | 2 |
| 22 | Traffic Capping | 4 |
|  | Story Point Sub-Total: | 8 |

## 

## Managing Shared Media

With the possible implementation of the sharing feature within release 2, managing this media would be considered as an extra benefit for the user. This includes the means to copy and store shared media within the user’s own environment.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| 20 | Storing Shared Files | 4 |
| 4 | File Sorting | 2 |
| 5 | File Deletion | 2 |
| 11 | Searching | 2 |
| 12 | Custom Tagging | 2 |
| 13 | Custom Folder Creation | 1 |
| 14 | Editing Files | 2 |
|  | Story Point Sub-Total: | 15 |

# 

# Delivery Schedule

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Week 5 Aug. 18 | Week 6 Aug. 25 | Week 7 Sep. 1 | Week 9 Sep. 8 | Week 10 Sep. 15 | Week 11 Sep. 22 | Mid-Semester Break | Week 12 Oct. 6 | Week 13 Oct. 13 |
| Sprint 1 | | Sprint 2 | | Sprint 3 | | Sprint 4 | |
| Release 1 Sept. 8 | | | | Release 2 Oct. 13 | | | | |

|  |  |  |  |
| --- | --- | --- | --- |
|  |  | Nov 1st | Nov 10th |
| Sprint 5 | | Sprint 6 | |
| Release 3  Nov. 10th | | | |

## Estimated Velocity: 70 ÷ 3 = approx. 23 days

Sprint Plan

# Sprint 1

Total Story Points: 21 Total Hours: 68

## Current Velocity: Undefined

## Story ID: Responsive UI

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T01 | Placeholder UI images for background/menu | 1 |  |
| T02 | Scrolling & clicking menu navigation | 1 |  |
| T03 | Placeholder functions for clickable menu buttons | 2 |  |
| T04 | Rescaling in response to user platform | 3 |  |
| T05 | Acceptance tests to verify story completeness | 1 |  |
|  | Story Points: 2 Total Hours: | 7 |  |

## Story ID: UI Design

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T06 | Design background layout | 1 |  |
| T07 | Design main menu layout | 1 |  |
| T08 | Design user profile layout | 2 |  |
| T09 | Design sub-display UI for each menu option | 4 |  |
| T10 | Acceptance tests to verify story completeness | 1 |  |
|  | Story Points: 2 Total Hours: | 9 |  |

## Story ID: Application Type

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T11 | Setup webserver | 2 |  |
| T12 | Host application over web accessible service | 1 |  |
| T13 | Acceptance tests to verify story completeness | 1 |  |
|  | Story Points: 1 Total Hours: | 4 |  |

## Story ID: Account Creation

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T14 | MySQL backend user database setup | 2 |  |
| T15 | Code to communicate between user database and UI | 5 |  |
| T16 | Code for account creation input and saving to database | 3 |  |
| T17 | Acceptance tests to verify story completeness | 1 |  |
|  | Story Points: 2 Total Hours: | 11 |  |

## Story ID: Privacy

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T18 | Ensure secure database connection | 2 |  |
| T19 | Ensure data is private to accounts | 2 |  |
| T20 | Acceptance tests to verify story completeness | 1 |  |
|  | Story Points: 4 Total Hours: | 5 |  |

## Story ID: Downloading

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T21 | MySQL backend file database setup | 2 |  |
| T22 | Code to store file location references in database | 3 |  |
| T23 | Code to communicate between file database and UI | 3 |  |
| T24 | Code to display files from database on UI | 2 |  |
| T25 | Setup file download function | 2 |  |
| T26 | Acceptance tests to verify story completeness | 1 |  |
|  | Story Points: 4 Total Hours: | 13 |  |

## Story ID: Uploading

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T27 | Setup UI input for file upload | 3 |  |
| T28 | Setup error cases to ensure correct file type | 1 |  |
| T29 | Code to upload files to server and store locations in database | 4 |  |
| T30 | Code to refresh display of uploaded files to the UI | 1 |  |
| caT31 | Acceptance tests to verify story completeness | 1 |  |
|  | Story Points: 4 Total Hours: | 11 |  |

## Story ID: Drag & Drop

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T32 | Code to drag & drop into file display | 3 |  |
| T33 | Code to ensure correct file type | 1 |  |
| T34 | Upload files to server and store locations in database | 2 |  |
| T35 | Code to refresh display of uploaded files to the UI | 1 |  |
| T36 | Acceptance tests to verify story completeness | 1 |  |
|  | Story Points: 2 Total Hours: | 8 |  |

Sprint Plan

# Sprint 2

Total Story Points: 12 Total Hours: 39

## Current Velocity:

## Story ID: UI Design

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T07 | Design main menu layout | 2 |  |
| T08 | Design user profile layout | 4 |  |
| T09 | Design sub-display UI for each menu option | 4 |  |
| T10 | Acceptance tests to verify story completeness | 2 |  |
|  | Story Points: 4 Total Hours: | 12 |  |

## Story ID: Downloading

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T22 | Code to store file location references in database | 4 |  |
| T24 | Code to display files from database on UI | 4 |  |
| T26 | Acceptance tests to verify story completeness | 1 |  |
|  | Story Points: 3 Total Hours: | 9 |  |

## Story ID: Uploading

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T27 | Setup UI input for file upload | 1 |  |
| T28 | Setup error cases to ensure correct file type | 2 |  |
| T29 | Code to upload files to server and store locations in database | 4 |  |
| T30 | Code to refresh display of uploaded files to the UI | 2 |  |
| T31 | Acceptance tests to verify story completeness | 1 |  |
|  | Story Points: 3 Total Hours:s: | 10 |  |

## Story ID: Drag & Drop

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T32 | Code to drag & drop into file display | 3 |  |
| T33 | Code to ensure correct file type | 1 |  |
| T34 | Upload files to server and store locations in database | 2 |  |
| T35 | Code to refresh display of uploaded files to the UI | 1 |  |
| T36 | Acceptance tests to verify story completeness | 1 |  |
|  | Story Points: 2 Total Hours: | 8 |  |