**High Level Goals:**

* Be able to display paths that were created over time by anyone walking around UC Santa Cruz
* Be able to represent graph data as a readable file
* Be able to organize key locations at UC Santa Cruz
* Be able to collect distances and time between two locations
* Be able to have a visual representation if user is going the right direction
* Be able to find all nearby attractions at one location
* Be able to display building maps for every building on campus
* Be able to organize product user experience layout
* Make the product visually appealing
* Create an About page
* Community submits additional known paths

**User Stories for Release:**

* Sprint 1:
  + (21 Points) As a Team, we need to figure out how to represent data so that our "Slugstra" Algorithm can run efficiently.
  + (13 Points) As a Data Collector, I need to organize the UC Santa Cruz Map so that the program can run efficiently.
  + (13 Points) As a Data Collector, I need to collect distances and times between locations so that the program can run efficiently.
* Sprint 2:
  + (5 Points) As an HTML Developer, I need to organize the website so that I can provide a better user experience.
  + (5 Points) As a CSS Developer, I need to beautify the website so that I can provide a better user experience.
  + (3 Points) As a User, I want to have a visual representation if I am heading the right direction so that I don't get lost.
* Sprint 3:
  + (13 Points) As a User, I want to create my own path so that I can enhance SlugPath more efficiently.
  + (1 Point) As a Developer, I need to create an About page so that I can publicize the team.

**Product Backlog:**

* Be able to keep the site up and running for everyone to see
* Be able to keep updating the program data after class ends
* Be able to edit graph data on represented format via algorithm
* Be able to track current user location
* Be able to map “forest” paths

**Project Presentation:**

* SlugPath/Documentation/Release Plan Presentation.ppt