Tianyi Zhang
Justin Ramiscal
Danny Boyd
Karen Lee
Kevin Loi
Shashank Guduru

<u>Release Plan: The Starving Sug 1.0 (Release Date: 3/16/2018) (Revision 1: 1/21/2018)</u>

High Level Goals:

- Create a website that is not only functional, but has a elegant design.
- Provide users with a functional website that delivers useful information about recipes, grocery stores, and recommended food.
- Connect with the local farmers

User Stories for the Release:

- Sprint 1:
    - (5)As a user, I want to be able to log in, so that my recipes are distinct from other users.
    - (5)As a user, I want the website to store my recipes.
- Sprint 2:
    - (13)As a developer, I want to implement a useful recipe sharing website that makes people feel comfortable to use on a daily basis.
    - (5)As a user, I want a way to discover easy to make recipes with the ingredients I already have
- Sprint 3:
    - (8)As a user, I want to be able to view another user's recipes and bookmark them to my own profile page, so that I can build a library of recipes
    - (5)As a user, I want to be able to see other users' profiles, so that I can view their recipes.
- Sprint 4:
    - (13)As a user, I want recipes to have price information, so that I can make informed shopping decisions.
    - (21)As a user, I want to be able to see the price and what is being sold at a farmers market.

Product Backlog:

- As a developer, we want to do authentication at some point.