Initial Sprint Project Planning

CSCE 431 - Bencoolen Software

Team Members & Roles

Tyler Fredrickson - Product Owner Keegan Reynolds - Scrum Master Kelvin Zheng - Developer Simone Kang - Developer Bryan Yan - Developer Nick Ludwig - Developer Kaijie Chen - Developer

Scheduled Customer Meeting Time

Thursdays, 8 am - Singapore time (GMT + 8)

Summary

Food insecurity is a massive but often overlooked problem within college campuses. It tends to be more of an invisible issue due to many factors like social stigma and embarrassment, which only serves to amplify the suffering of those in need. In parallel, many universities have large meal plan packages composed of "swipes" which expire at the end of every semester. More often than not, students will not use all of their meal swipes before the end of the semester, leading to a wasteful outcome. Bytes is looking to step up to help tackle both of these issues at once by creating a platform where students will be able to donate excess meal swipes to those in need.

Bytes will be a peer-to-peer platform allowing students to create accounts to offer up excess and soon-to-expire meal credits. Students in need will be able to anonymously receive aid without the fear of any costs or social stigma. As such, the main stakeholders in this case are students in need, students looking to help, and the universities we'll be partnering with.

Sprint Goal

Why is this sprint valuable?

This sprint will set up valuable platforms for us to build off of later on in the project. It's important to have an MVP done so the customer can get a good idea of how successful a product like this can be, and so we can further develop ideas for future features. Our MVP includes a basic deployable app that can be built off of in future sprints. The main value of this sprint is to set up a foundation for future development.

What can be done this sprint?

The customer wants basic functionality by the end of this sprint. Our primary goal is to have a deployable app set up, preferable with a testing method and CI/CD pipeline set up. We need to set up the basic functionalities of Bytes, such as profile creation, credit requesting, and basic credit transfer. Additionally we will need to start thinking about how we will interface with our university partners. This can potentially look like a lot of things, for example an auxiliary service which communicates the number of swipes a student has.

How will the chosen work get done?

We will divide up user stories into smaller subtasks. From there, individual subtasks will be assigned to individuals on the team to work on. Tasks that are relied on by other tasks will be prioritized.

User Stories

Landing Page

As a visitor of the website, in order to learn about the website and sign-in, I want a landing page that gives me information about the website, vision of the project, and how to join

See Excess Credit Amount

As a **student with excess meal credits**, in order to **quickly see how many swipes I have to donate**, I want a **visible counter of credits I will have in excess**.

See Credit Donations

As a donor student with excess credits, in order to know if my credits have been received and used, I want a page to look at data about my credit donations.

Login page

As a **student**.

in order to get access to my account,
I want the ability to sign into Bytes using my verified school email address

Create Student Account

As a student user, In order to access the features of the website, I want a way to create an account, and connect it with my meal plan.

Transfer Credits

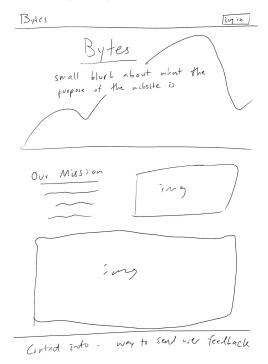
As a **student with excess credits**, So that I can **feed hungry students**, I want to **transfer some of my credits to another student**.

Receive Credits

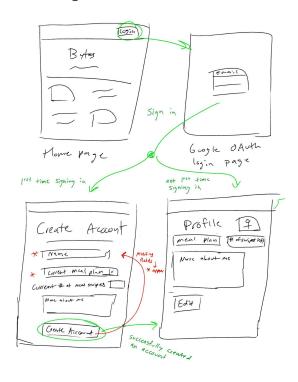
As a student in need of credits, So that I can get aid in getting food I want a way to request credits

User Interface Mockups

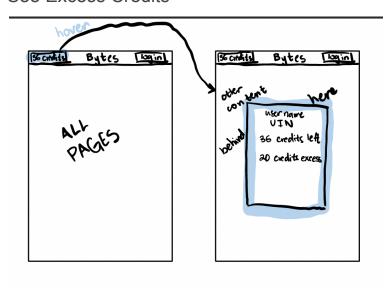
Landing Page



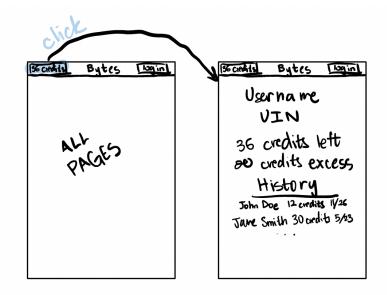
Login and Create Account



See Excess Credits



See Credit Donations



Important Links

Slack link

Github Repo

Pivotal Tracker