

# **Release Plan**

**Green Thumb**

**Santa Cruz Growers**

**Release Date: November 23, 2016**

**Revision 1**

**Revision Date: October 13, 2016**

## **Goals:**

Familiarize ourselves with Xcode, Swift, and other necessary tools.

Create a mobile iOS assistive gardening application. For the scope of the class our goal is make a working application for just the Santa Cruz area. Working meaning: analyze soil type, microclimate; present data, suggest crop based on time of year and location.

## **User Stories:**

### **Sprint 1**

(1 story point) User Story 1: (As a developer, I want to get familiar with Swift and the Xcode development environment so that I can gain experience in order to be of more help to the team.)

(1 story point) User Story 2: (As a developer, I want to get familiar with the management tools we will be using so that I can effectively communicate with my team.)

(2 story points) User Story 3: (As a developer, I want to learn the artistic side of app development so that I can create an app with an aesthetically pleasing interface.)

### **Sprint 2**

(5 story points) User Story 1: (As a developer, I want to learn about Swift's geolocation API so that I can continue my learning of Swift programming.)

(2 story points) User Story 2: (As a user, I want my location to be determined so that I can get better suggestions and tips on farming in my area.)

(3 story points) User Story 3: (As a developer, I want a simple home screen so that the application is easy to use and has a clever flow.)

### **Sprint 3**

(3 story points) User Story 1: (As a user, I want to be able to start a simple garden via app suggestions based on my location.)

(3 story points) User Story 2: (As a developer, I want a quick algorithm for suggesting crops based on location. This is to make a user friendly app..)

(2 story points) User Story 3: (As developers, we want a polished basic user interface. That way we have a nice basic idea for the layout of our app.)