Sprint 2 Planning

1. **General Information**
   - **Date:** 02/06/2025
   - **Group:** 3
   - **Team members present:**
     - Bùi Hải Long
     - Huỳnh Tuấn Phong
     - Nguyễn Gia Huy
     - Phạm Nam Huyên
     - Nguyễn Thị Trà My

2. **Sprint Planning**
   - **Identify and prioritize tasks**
     - Functional requirement
     - Do PA2: use case model and specification
     - Revised project plan and vision document
     - Learn Flutter
     - Learn Figma
     - Prototype core feature

   - **use-case for the next sprint**
     - Note taking feature
     - Authenticatication

   - **Assign tasks to team members**
     - Bùi Hải Long
       - Revise project plan
       - Use case specification
       - Learn flutter
       - Find suitable database server
       - Use case specification

     - Huỳnh Tuấn Phong
       - Learn Flutter
       - Note taking
       - Authentication
       - Use case specification

     - Nguyễn Gia Huy
       - Learn Flutter
       - Note feature
       - Weekly report
       - Use case specification

- ○ Phạm Nam Huyên
  - ■ Learn Figma
  - ■ Learn Flutter
  - ■ General UI design
  - ■ Use case model

- ○ Nguyễn Thị Trà My
  - ■ Learn Figma
  - ■ Learn Flutter
  - ■ Revise project vision
  - ■ Use case model

3. Summary

The main focus of this sprint is to learn new coding language and tools for UX/UI design and quickly develop prototypes for core components. Long main job is to revise project plans and initial database design. Phong's main job is to develop prototypes. Huy job is to help in the prototype development and documentation. Huyên's job is to draft the initial UI for the prototype. My job is to revise the vision document and help Huyên in UI/UX. The use-case documentation is split up between team members with Long, Phong, Huy handle use-case specification. My and Huyên will handle use-case model.