11/6 - 11	/9									
Tasks			Priority Level	Assigned To	Estimated Time	Day 1	Day 2	Day 3	Day 4	Current Stage
Research	apps and	find what's best	1	AMC	4	2	1	0	0	COMPLETED
Create ba	asic wirefra	ime	1	М	4	2	1	1	0	COMPLETED
Understand MVP & SugarORM			1	YMCA	4	2	1	0	0	COMPLETED
Navigation Drawer skeleton			1	С	2	0	0	1	0	COMPLETED
RecylerV	iew w/ bas	ic task creation	1	YC	6	4	4	2	0	COMPLETED
Implemen	nt SugarOF	RM	1	Υ	2	2	1	0	0	COMPLETED
Graceful fragment transition			2	ACY	4	4	2	0	0	COMPLETED
Research	n GTD orga	anization methods	1	M	4	4	4	2	2	IN-PROGRESS
Add appr	opriate fiel	ds to Task class	1	AM	2	2	2	2	2	TO-DO
Implemen	nt detailed	task fragment	1	ACY	6	6	6	4	4	
Fix fragment transmissions (semeless animations)			1	CY	6	6	6	6	4	
Refactor	to MVP be	fore making tests	1	С	4	4	4	4	4	TO-DO
					48	38	32	22	16	
No. of hours	50 — 40 — 30 — 20 — 10 —	38 32	22							
	Tasks Research Create ba Understa Navigatic RecylerV Implemer Graceful Research Add appr Implemer Fix fragm Refactor	Research apps and Create basic wirefra Understand MVP & Navigation Drawer's RecylerView w/ bas Implement SugarOF Graceful fragment to Research GTD orga Add appropriate fiel Implement detailed Fix fragment transm Refactor to MVP be	Tasks Research apps and find what's best Create basic wireframe Understand MVP & SugarORM Navigation Drawer skeleton RecylerView w/ basic task creation Implement SugarORM Graceful fragment transition Research GTD organization methods Add appropriate fields to Task class Implement detailed task fragment Fix fragment transmissions (semeless animations) Refactor to MVP before making tests Burndown Chart 50 48 40 48 38 32	Tasks Research apps and find what's best Create basic wireframe Understand MVP & SugarORM Navigation Drawer skeleton RecylerView w/ basic task creation Implement SugarORM Graceful fragment transition 2 Research GTD organization methods Add appropriate fields to Task class Implement detailed task fragment Fix fragment transmissions (semeless animations) Refactor to MVP before making tests Burndown Chart 50 48 40 48 40 48 40 48 48 40 48 40 48 48	Tasks Research apps and find what's best Create basic wireframe Understand MVP & SugarORM Navigation Drawer skeleton RecylerView w/ basic task creation Implement SugarORM Graceful fragment transition Research GTD organization methods Add appropriate fields to Task class Implement detailed task fragment Fix fragment transmissions (semeless animations) Refactor to MVP before making tests Priority Level Assigned To M AMC TMCA TMCA TY TY TY TY TY TY TY TY TY T	Tasks Priority Level Assigned To Estimated Time Research apps and find what's best 1 AMC 4 Create basic wireframe 1 M 4 Understand MVP & SugarORM 1 YMCA 4 Navigation Drawer skeleton 1 C 2 RecylerView w/ basic task creation 1 YC 6 Implement SugarORM 1 Y Y 2 Graceful fragment transition 2 ACY 4 Research GTD organization methods 1 M 4 Add appropriate fields to Task class 1 AM 2 Implement detailed task fragment 1 ACY 6 Fix fragment transmissions (semeless animations) 1 CY 6 Refactor to MVP before making tests 1 C 4 Burndown Chart 50 48 48	Tasks Priority Level Assigned To Estimated Time Day 1 Research apps and find what's best 1 AMC 4 2 Create basic wireframe 1 M 4 2 Understand MVP & SugarORM 1 YMCA 4 2 Navigation Drawer skeleton 1 C 2 0 RecylerView w/ basic task creation 1 YC 6 4 Implement SugarORM 1 YY 2 2 Graceful fragment transition 2 ACY 4 4 Add appropriate fields to Task class 1 AM 2 2 Implement detailed task fragment 1 ACY 6 6 Fix fragment transmissions (semeless animations) 1 CY 6 6 Refactor to MVP before making tests 1 C 4 4 Burndown Chart 50 Bu	Tasks Priority Level Assigned To Estimated Time Day 1 Day 2 Research apps and find what's best 1 AMC 4 2 1 Create basic wireframe 1 M 4 2 1 Understand MVP & SugarORM 1 YMCA 4 2 1 Navigation Drawer skeleton 1 C 2 0 <td>Tasks</td> <td>Tasks</td>	Tasks	Tasks

Sprint 2 Period	11/10 - 11	/16											
User Story	Tasks		Priority Level	Assigned To	Estimated Time	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6 I	Day 7	Current Stage
<u> </u>	Update wi	reframes	1		4	-		-		-	0	0	COMPLETED
	Implement	quick add taks dialog	1	MC	4	2	0	0	0	0	0	0	COMPLETED
I want to quickly add a task so I	Disable bla	ank task add and error checking	2	Y	1	1	1	1	1	1	0	0	COMPLETED
	Understan	d how unit testing works in Android	1	AY	4	4	4	3	3	2	0	0	COMPLETED
Update wireframes 1 Implement quick add taks dialog 1 Implement quick add taks dialog 1 Disable blank task add and error checking 2 Understand how unit testing works in Android 1 Test SugarORM Task addition 1 Research GTD organization methods 1 Fix fragment transmissions (semeless animations) 1 Refactor main activity to MVP before making tests 1 Add appropriate fields to Task class 1 Implement DatePicker (fragment) 1 Implement TimePicker (fragment) 1 Implement TimePicker (fragment) 1 Implement TimePicker (fragment) 1 I want to be able to use pomodoro technique so I can pace myself for shorter blocks of time. Implement snackbar (undo/swipe) (yum!) 1 I would like to be able to delete or complete tasks so so I can see what's left. Collect and resize stock photos 2 I want to see a motivating welcome screen so I can feel happy when I open this app. Collect and resize stock photos 2 Display randomized quote 2	Α	2	2	2	2	2	2	2	0	COMPLETED			
	Research	GTD organization methods	1	M	2	2	0	0	0	0	0	0	COMPLETED
	Fix fragme	ent transmissions (semeless animations)	1	CY	4	2	2	2	2	0	0	0	COMPLETED
	Refactor n	nain activity to MVP before making tests	1	С	4	4	4	0	0	0	0	0	COMPLETED
want to be able to add a detailed	Add appro	priate fields to Task class	1	AM	2	2	2	2	2	2	2	2	TO-DO
ask so I know when it's due.	Setup deta	ailed task presenter	1	Υ	4	4	4	4	4	4	4	4	TO-DO
	Implement	DatePicker (fragment)	1	MY	4	4	4	4	4	4	4	4	TO-DO
	Implement	TimePicker (fragment)	1	MY	2	2	2	2	2	2	2	2	TO-DO
I want to be able to use pomodoro technique so I can pace myself for shorter blocks of time.	Setup the	architecture for countdown library	1	С	2	2	2	2	2	2	2	0	COMPLETED
	Read abou	ut alarms and notifications	2	YMCA	4	4	4	4	2	0	0	0	COMPLETED
	Implement	basic countdown service	1	С	6	6	6	6	6	6	4	4	
I would like to be able to delete or	Implement	snackbar (undo/swipe) (yum!)	1	Y	2	2	0	0	0	0	0	0	COMPLETED
complete tasks so so I can see what's left.	Test resto	re functionality	1	Y	1	1	1	1	1	1	1	0	COMPLETED
	Collect an	d resize stock photos	2	М	4	4	4	4	4	2	2	0	COMPLETED
I want to see a motivating	Show spla	sh screen with shared preferences	2	Α	4	4	4	4	2	2	0	0	COMPLETED
happy when I open this app.	Display ra	ndomized quote	2	М	3	3	3	3	3	3	3	3	TO-DO
Total					63	57	51	44	40	33	26	19	
		Sprint 2: Burndown Chart											
		80 ————											
		60 - 63											
	Irs	60 - 63											
	hours	57											
	. of hours	57											
	No. of hours	57	33										TO-DO COMPLETED COMPLETED COMPLETED COMPLETED COMPLETED COMPLETED COMPLETED
	No. of hours	57	33 26	19									
	No. of hours	57	33 26	19									
	No. of hours	40 - 51 44 40	3326	19									
	No. of hours	57	33 26	19									
	No. of hours	57	33 26	19									

Sprint 3 Period	11/17 - 11/20								
User Story	Tasks	Priority Level	Assigned To	Estimated Time	Day 1	Day 2	Day 3	Day 4	Current Stage
	Create Subtask class and figure out SugarOR		_						
	Setup subtasks recyclerview and adapter	1	Υ	2	2	2	2	0 0 0 0 2 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0	COMPLETED
	Setup detailed task presenter	1	AMY	4	4	4	2		COMPLETED
I want to be able to add a	Add appropriate fields to Task class	1	1 Y 2 2 2 2 0 COMPLETED 1 AMY						
vant to be able to use smodoro technique so I can ace myself for shorter blocks of ne.	Implement DatePicker dialog	1	MY	4	4	4	4	4	TO-DO
	Implement TimePicker dialog	1	MY	2	2	2	2	2	TO-DO
	Learn and test DetailTaskFragment basic testi	ng 2	AY	4	4	4	3	2	IN-PROGRESS
welcome screen so I can feel	Implement basic countdown service	1	С	4	2	1	0	0	COMPLETED
	Read about and implement persisting notificati	ion 1	С	2	2	0	0	0	COMPLETED
	Ask for pomodoro settings and save to SugarC	DRM 1	С	4	4	4	4	4	TO-DO
I want to see a motivating welcome screen so I can feel happy when I open this app.	Display randomized quote	2	M	3	3	3	3	3	TO-DO
	Animate button and text on splash screen	3	М	3	3	3	3	3	TO-DO
	Basic testing for first-time use SharedPreferen	ce 1	AY	2	2	2	1	0	COMPLETED
	Agree to a UI scheme	1	YMCA	1	1	0	0	0	COMPLETED
I want to see an attractive UI so I enjoy returning to the app and	Finalize design for UX when adding tasks	1	YMCA	2	0	0	0	0	COMPLETED
	Add dividers between task recyclerview items	2	Υ	4	2	0	0	0	COMPLETED
use it often.	Display time left to complete task on task list	1	Y	2	2	2	2	2	TO-DO
Total				48	42	34	27	20	
	Burndown Chart								
	60 —								
	45 — 48								
	9 30 — 42 34 50 0 — 34 50	27							
	15								

•	11/21 - 11/27											
User Story	Tasks	Priority Level	Assigned To	Estimated Time	Day 1	Dav 2	Dav 3	Dav 4	Day 5	Day 6 D	av 7	Current Stage
	Implement DatePicker dialog	1		4	_	_	_	_	_	0	0	COMPLETED
	Implement TimePicker dialog	1	Υ	2	2	0	0	0	0	0	0	COMPLETE
want to be able to add a detailed	Learn and test DetailTaskFragment basic testing	2	AY	2	2	2	0	0	0	0	0	COMPLETE
ask so I know when it's due.	Save newly added fields to Task class	1	Υ	2	2	0	0	0	0	0	0	COMPLETE
	Implement subtle animation on subtask button click	1	Y	1	1	0	0	0	0	0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	COMPLETED
want to see a motivating	Display randomized quote	2	М	4	4	4	4	4	4	4	4	TO-DO
	Animate button and text on splash screen	3	М	3	2	2	2	2	2	0	0	COMPLETE
	Ask for pomodoro settings and save to SugarORM								0	0	0	COMPLETED
rant to be able to add a detailed sk so I know when it's due. rant to see a motivating slcome screen so I can feel ppy when I open this app. rant to be able to use pomodoro chnique so I can pace myself is shorter blocks of time. rant to see an attractive UI so I joy returning to the app and it often.	Set default config on first time app open									0		COMPLETED
	Create a custom view using countdown library	1	С	6	3	3	1	0	0	0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	COMPLETED
	Display time left to complete task on task list									0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	COMPLETED
want to be able to add a detailed lask so I know when it's due. want to see a motivating welcome screen so I can feel nappy when I open this app. want to be able to use pomodoro technique so I can pace myself for shorter blocks of time. want to see an attractive UI so I enjoy returning to the app and use it often. would like to have a profile so I can see my progress over time.	Research best styles and on-market product icons			2	2	2			0	0	0	COMPLETED
	Design and finalize icon(s)									2	0	COMPLETED
										0		COMPLETED
	Implement subtle animation on subtask button click Implement subtle animation Implem	1	1	0	COMPLETED							
I want to see a motivating welcome screen so I can feel happy when I open this app. I want to be able to use pomodoro technique so I can pace myself for shorter blocks of time. I want to see an attractive UI so I enjoy returning to the app and use it often. I would like to have a profile so I can see my progress over time. I want order my tasks by priority Total Burndown Chart	Extract statistics from completed tasks									6	6	TO-DO
										4		TO-DO
	Create log-in activity after the splash screen	3	YMCA	1	1	1	1	1	1	1	1	TO-DO
	Populate recyclerview items based on time due									4		TO-DO
I want order my tasks by priority	Make "Tap to edit details" strike as different	3	AMY	2	2	2	2	2	2	2	2	TO-DO
				59	50	38	30	29	26	24	21	
Burndown Chart												
	Burndown Chart	I	I									
	50											
	45 - 50 38 38 38 30 29 26	24 21										
	0		-									
			-									

Sprint 5 Period	11/28 - 12/1									
User Story	Tasks	Priority Level	Assigned To	Estimated Time	Day 1	Day 2	Dav 3	Day 4	Day 5	Current Stage
l	Display randomized quote	3	М	4	_			4	4	
want to see a motivating elcome screen so I can feel appy when I open this app. would like to have a profile so I an see my progress over time. want my tasks to be ordered by riority want to utilize the "10-minute ack" by being able to set a eminder want to be able to use omodoro technique so I can ace myself for shorter blocks of me.	Add animations to views	3	М	2	2	1	1	0	0	COMPLETED
happy when I open this app.										
	Extract statistics from completed tasks	3	YMCA	6	6	6	6	6	6	TO-DO
would like to have a profile so I can see my progress over time.	Create new database containing user log-in info	3	YMCA	4	4	4	4	4	4	TO-DO
can see my progress over time.	Create log-in activity after the splash screen	3	YMCA	1	1	1	1	1	1	TO-DO
	Populate recyclerview items based on time due	2	Y	4	4	2	2	0	0	COMPLETED
want my tasks to be ordered by	Make "Tap to edit details" strike as different	3	AY	2	2	2	0	0	0	COMPLETED
riority	Test Task.compareTo() method	1	Y	1	1	1	1	0	0	COMPLETED
	Show a notification when user wakes up	3	YMCA	4	4	3	3	3	0	COMPLETED
I want to utilize the "10-minute hack" by being able to set a reminder	Design "10-minute-hack" fragment	1	YMCA	2						COMPLETED
	Create alarm UI	1	М	2	2	1	0	0		COMPLETED
	Connect UI to alarm in background	2	М	4	4	4	2	2	0	COMPLETED
	Refactor CountDownView	1	С	4	2	0	0	0	0	COMPLETED
I want to be able to use	Address view bugs (buttons and all)	1	С	2	2	2	0	0	0	COMPLETED
	Finalize Pomodoro fragment functionality	1	С	2	2	2	2	0	0	COMPLETED
want to be able to use so I can be so I can bace myself for shorter blocks of ime.	Refactor NavActivity for fragment transition	3	С	4	3	3	3	2	0	COMPLETED
	Fix fragments persistence to not dimiss notification	1	С	6	3	3	2	2	0	COMPLETED
I want to track my pomodoro	Show custom notification and extend its functionality (media buttons)	2	С	4	2	2	1	0	0	COMPLETED
umer nom the nothaction bar	Connect the service, custom view, and the notification	1	С	2	2	1	1	0	0	COMPLETED
Total				60	52	43	33	24	15	
Burndown Chart										
	Burndown Chart 80 60									
	20 – 52 43 33 33 33 33 33 33 33 33 33 33 33 33	24	-							