Scrum Artifacts

1. Product backlog:

     1) Home (past/future bills, pay option, add/remove user, notifications viewed) \*2 day

     2) Bills (where past/future bills can be seen) \*3 day

                3) Login (a user can login and go into the different views) \*1 day

                4) Logout (once a user hits logout he/she cannot hit back) \*3 day

                5) Receipts (generation of receipts will happen automatically) \*5 day

     6) Notifications (generated upon login and on home screen for viewing) \*5 day

     7) Payers (designated payers and the different options they have) \*6 day

     8) Create Bill (need to make bills so they can be split and paid) \*10 day

     9) Remove Bill (need to remove bill if it is not needed) \*5 day

    10) Add user (invite the people you want into the group for bill paying) \*5 day

    11) Create user (make yourself a user to access the bill payer by email) \* 5 day

    11) Remove user (if needed remove a user if he/she has moved out and such) \*5 day

    12) HTML pages (pages needed to make the bill payer neat and functionality)\*ongoing

     B) Sprint backlog:

1. Outline Page Navigation and desired features.
2. Configure SQL database for efficient storage
3. Be able to generate/remove bills
4. Be able to generate/remove receipts
5. Be able to generate/remove bill payers
6. Be able to generate/remove notifications dependent on user actions
7. Begin development of ‘activity dashboard,’ which shows activity from all groups.
8. Research sending of receipts, bills, notifications, to user email address.
9. Research document uploading.
10. Identify each user using email id, for uniqueness
11. Create unique id for groups, so that similar names can be created.
12. Create unique id for notifications, all notifications from all groups are in one place.
13. Once logged out, cannot use navigation keys to return to past views.
14. Automatic fetch from database upon home page navigation for displaying people in group, bills in group, and notifications pertinent to the user logged in.
15. Algorithm development for payments between users.