Sprint 1 Plan

Web Audio Editor

Sprint 1.0. 10 July, 2017
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Team 5
CMPS115-01
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Goal

Build and deploy a working Backend server & Build a web page that can load an audio file, visualize it as a waveform or spectrum, and save it to user's local computer.

Task listing, organized by user story

User Story 1

As a user, I want to access the editor through web so that I can edit

Task 1 : Build backend with node.js (2 hours)
Task 2: Build a simple frontend (2 hours)
Task 3: Deploy web page (1 hour)
Total for user story 1 : 5 hours

User Story 2

As a user, I want to load an audio file

Task 1 : Add button to load audio file from local storage (1 hour)
Task 2: Give UI feedback that visually shows user that audio file has been loaded successfully (1 hour)

Total for user story 2 : 2 hours

User Story 3

As a user, I want to save an audio file

Task 1 : Add button to save audio file to local storage (1 hour)
Task 2: Give UI feedback that visually shows user that audio file has been saved successfully (1 hour)
Total for user story 3: 2 hours

User Story 4

As a user, I want to be able to view my loaded audio file as waveform or as spectrum

Task 1 : Search and study about audio visualization (3 hours)
Task 2: Add button(s) to visualize loaded audio file (1 hour)
Task 3: Visualize audio into a waveform (4 hours)
Task 4: Change visualization into different forms (8 hours)
Total for user story 4 : 16 hours

User Story 5

As a user, I want to be able to experience the web audio editing without experiencing server shutdown during release updates

Task 1 : Search and study about continuous integration (2 hours)
Task 2: Decide which continuous integration method we will use (1 hour)
Task 3: Implement continuous integration (4 hours)
Total for user story 5 : 7 hours

User Story 6

As a user, I want to be able to use the web audio editor without experiencing bugs or failures on any of the functionalities it provides

Task 1 : Search and compare various libraries or frameworks for javascript unit testing. (1 hour)
Task 2 : Implement unit testing for all implemented functionalities for this sprint. (5 hours)
Total for user story 6 : 6 hours

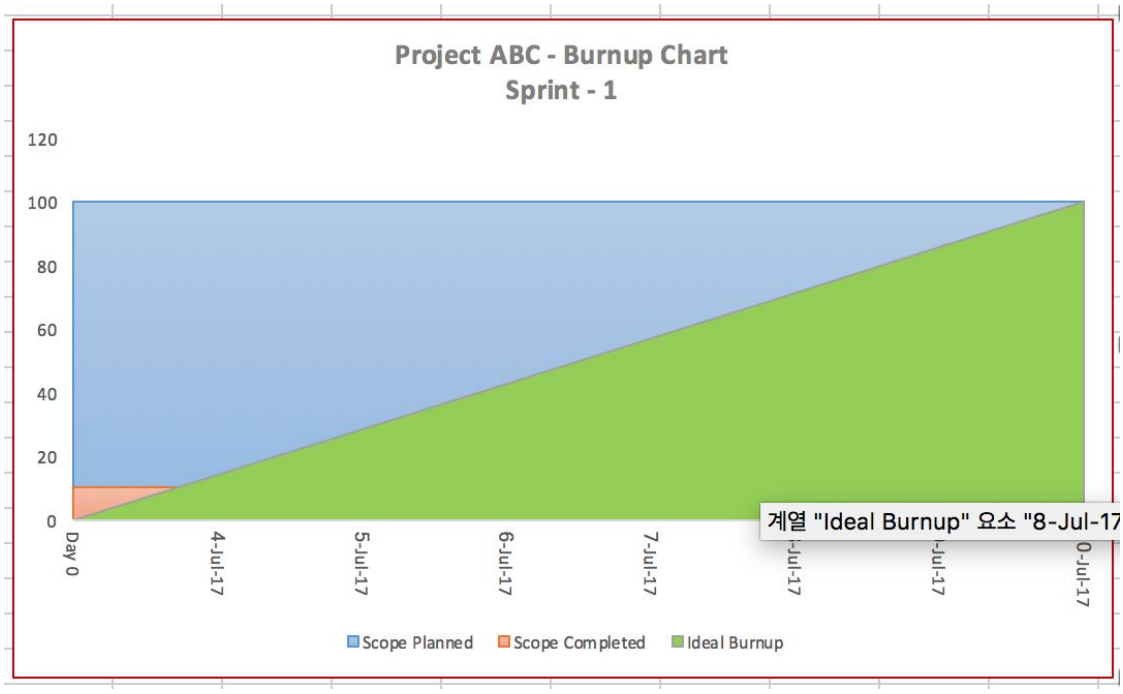
Team roles

Dan Suh	Product Owner, Developer
Hyejin Lee	Developer
Minkyu Yun	Developer
Seungchyul Shin	Developer
Sunjae Lee	Scrum Master, Developer

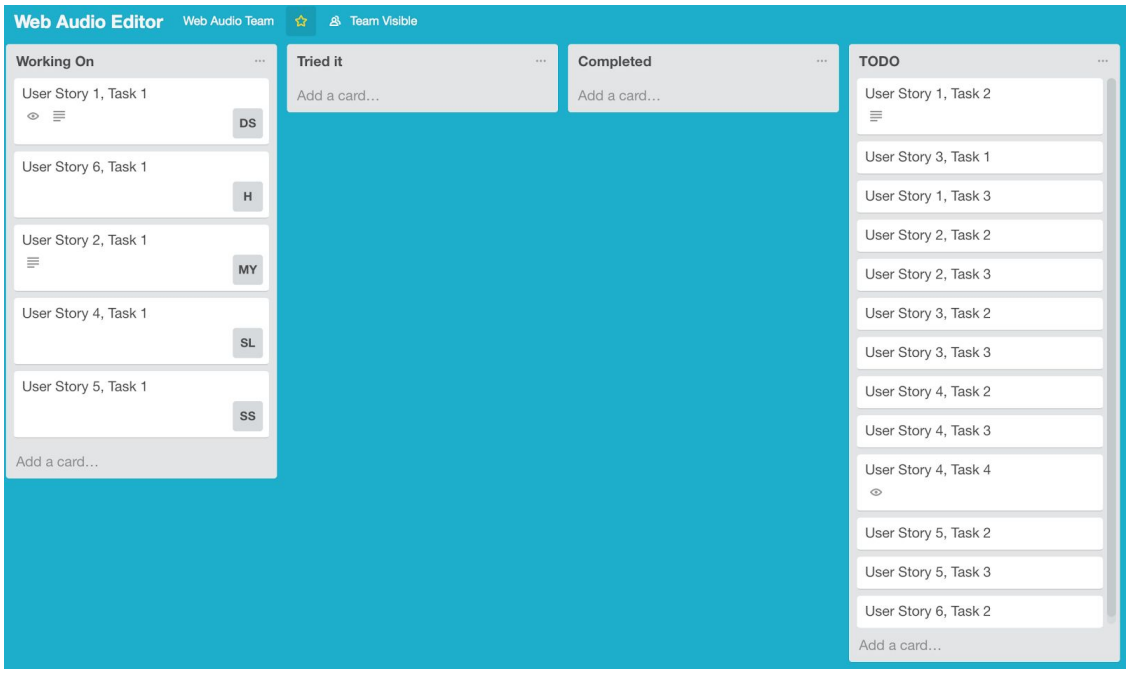
Initial task assignment

Dan Suh	User Story 1, Task 1
Hyejin Lee	User Story 6, Task 1
Minkyu Yun	User Story 2, Task 1
Seungchyul Shin	User Story 5, Task 1
Sunjae Lee	User Story 4, Task 1

Initial burnup chart



Initial scrum board



Scrum times

Monday	12:45 ~ 13:00
Tuesday	12:45 ~ 13:00
Wednesday	15:00 ~ 15:15(TA)
Thursday	12:45 ~ 13:00
Saturday	08:45 ~ 09:00