**Sprint 2 Plan**

Next Beer

Team: Next Beer

Release date 10/20/16

First issue

**Goals:**  Continue adding static content to app and website and build beer database. Begin to create data visualization for web and mobile app. Create and begin to fine tune the selection algorithm. Implement QR scanner plugin.

**Tasks:**

User Story 1: As a user I’d like a mobile app that I can log into and make an account

(Story Point: 13)

* Task 1 : Create landing page for mobile app (3 hours)
* Task 2: Create user login functionality (2 hours)
* Task 3: Create account creation page and link with DB (4 hours)

User Story 2: As a user I'd like to be able to view some general information about beer on the mobile app

(Story Point: 8)

* Task 1: Create layouts for beer information on mobile app ( 4 hours)
* Task 2: Create and add static content for app (5 hours)

User Story 4: As a user, I'd like to be able to tell the app my beer preferences

(Story Point: 3)

* Task 1: Create questionnaire for mobile app- maybe use google form plugin? (3 hours)

User Story 5: As a user, I'd like to have a list of beers shown to me that I might be able to drink

(Story Point: 3)

* Task 1: Begin to populate database with selected beer information (2 hours)

User Story 6: As a designer, I would like mockups for the app and website

(Story Point: 5)

* Task 1: Create a user flow diagram to figure out what we need for our app and website (2 hours)
* Task 2: Using a wireframing tool, create the blueprints of the app and website (3 hours)
* User Story 7: As a user to have a fine tuned way for me to enter my beer preferences in the mobile app

User Story 8: As a user I'd like to see my beer preferences visualized on the mobile app

* Task 1: create a list of beer preferences that we would like to use on our app/website (1 hour)
* Task 2: create a table that will allow user to input selected preferences and store it in a database (2 hours)
* Task 3: implementing the user preferences on his personal page for  him to view (2 hours)

(User Story 9: As a user I'd like to see my beer preferences visualized on the website

* Task 1: Create landing page for users to view their preferences (1 hour)
* Task 2: Create visual representation using mock data ( 3 hours)
* Task 3: Link to database and real data via API endpoint. ( 2 hours)

User Story 10: As a user, I'd like to see visualizations of beer profiles on the mobile app

User Story 11: As a user, I'd like to see visualizations of beer profiles on the website

* Task 1: Create Web Page template to visualize beers on website (2 hours)
* Task 2: Create visual representation using mock data(3 hours)
* Task 3: Link to database and real beers using API(2 hours)

User Story 12: As a user, I'd like to have the mobile app and website be connected to each other

* Task 1:

User Story 13: As a user I’d like to have a larger list of beer available for me to view on the mobile app and website

* Task 1: decide on how many beers we plan on having in our website and choose which ones we would want to add (2 hours)
* Task 2: create a database of selected beers and connect the list to the mobile app and website (3 hours)

User Story 14: As an administrator, I'd like to have at least 50 beers in the database

* Task 1: choose what beers that we would like to include in the database (2 hours)
* Task 2: update database to reflect the 50 beers we would like to see (1 hour)

User Story 15: As a user, I'd like to receive a better beer prediction when using the mobile app.

* Task 1: fine tune beer selection algorithm
* Task 2: implement algorithm

User Story 16: As a user I’d like to be able to use a QR scanner in the app.

* Task 1 : research a decent QR scanner plugin (3 hours)
* Task 2: incorporate QR into mobile app (5 hours)
* Task 3: Create QR codes (2 hours)

**Initial Task Assignment:**

Website: Justin Unverricht

Mobile App: Justin Unverricht, Jason Ou

Backend/Database: Ethan Seither, Elijah Taylor-Kuni

**Team Roles:**

Justin Unverricht (Product Owner)

Elijah Taylor-Kuni (Scrum Master)

Ethan Seither (Developer)

Jason Ou (Developer)

**Scrum Times:**

Tuesdays 12pm: Remote meeting

Wednesdays 4pm: In person meeting

Thursdays 12 pm: Remote meeting:

TA meeting time Wednesday 4 pm, in person