



Activity-based schedule (Kanban/User Story Mapping)

Name: Brandon Watson

Community (UN SD goal): Goal 12: Responsible Consumption and Production & Goal 16: Peace, Justice and Strong Institutions

Date: May 19, 2021

Project Name	User-Friendly-Jukebox		
Activity	Duration	Start Date	End Date
MVP 1			
User-Friendly-Jukebox: Functional Code & Temporary Installation & Limited Buttons			
Create the Arduino code	[16]	[May 17, 2021]	[June 2, 2021]
Temporary Wiring	[1]	[May 29, 2021]	[May 29, 2021]
3D CAD & Print the button holder	[1]	[May 28, 2021]	[May 28, 2021]
Form and format two playlists	[2]	[May 27, 2021]	[May 28, 2021]
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MVP 2			
User-Friendly-Jukebox: Temporary Installation & All Buttons			
Sourcing & milling lumber	[2]	[June 2, 2021]	[June 3, 2021]
Woodworking	[5]	[June 3, 2021]	[June 9, 2021]
Completing electronics	[1]	[June 8, 2021]	[June 9, 2021]
Testing at RLBC	[1]	[June 5, 2021]	[June 5, 2021]
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MVP 3

**User-Friendly-Jukebox: Fully Functional
& Semi-permanent Installation**

[Name of activity.]

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[June 9, 2021]

[June 16, 2021]

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